

DIMENSION PUBLISHING PRESENTS:

# ***DIMENSION***

THE NEXT DIMENSION IN ELECTRONIC GAMING

U.S. GOLD AND GREMLIN PRESENT...

## **SLIPSTREAM 5000**

FUTURISTIC RACING FOR THE NEW MILLENNIUM



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VOLUME 1 • ISSUE 2 JUNE 1995



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Twenty pages packed to the gills with previews of the hottest upcoming games for PC, Mac and 3D0.

**WINDING IN THIS DIMENSION**

As I write this editorial, we have just shipped the first issue of Dimension-3. The response from the electronic gaming community has been tremendous and we look forward to justifying your faith (and purchase!) over the coming months and years. What's on my mind this month is 3D0. Over the past two years, there has been a tremendous amount of media coverage, first overtly positive, then extremely negative, concerning Trip Hawkins' product and vision of the future of gaming. Wall Street was so taken with the man and his plan that they sent the 3D0 Company's stock through the roof, before Panasonic had shipped one unit! On October 1, 1993, on schedule and at a MSRP of \$699.95, the media and financial darling shipped and the "paradigm shift" began. Unfortunately, the "second coming" media push that was used to promote the man and the machine was far beyond the general realities of the gaming world. A high price tag and lack of quality gaming software kept the product out of the mainstream and left it in the hands of the so-called "early adopters". The product ultimately dropped to a more palatable price tag of \$399.95 (\$349.95 when discounted), with more than enough quality software to drive the product. Today, independent of the marketing information floating all over the gaming industry, the world-wide installed user base for 3D0 stands at about 500,000 units. The interesting part of this story, however, lies not in the relative success of the 3D0 Company as a technological pioneer, Panasonic as a manufacturer, or the sales of third party software, but in the media coverage over the past two years, relative to the product. The financial community was embarrassed, the enthusiast journalists were embarrassed and, when it came time to right the wrong for being put under the hypnotic spell of a promised "new standard", the fangs came out. Features like "3DOA", from Europe's "Edge" magazine, became the new standard,

questioning 3D0's ability to compete against new whiz-bang systems from Sony, Sega and Nintendo. 3D0 stock plummeted toward Earth, so much so that it started taking Electronic Arts' stock with it (EA has a significant interest in the 3D0 Company), resulting, many outsiders believe, in Trip Hawkins' resignation as Chairman of Electronic Arts. The funny thing is that all of the hype, financial ups and downs and technological competition has amounted to nothing more than a big game of "what if?..." The reality is that there has never been a "standard" in the world of electronic gaming, with the possible exception of MS-DOS based systems. Hardware price points over \$150 do not permit access to the mass market. And, as long as software is retailing at \$50+, the purchasing decision rests in the hands of the enthusiasts, followed by the more casual user. The bottom line for 3D0? In spite of all the predictions of doom and gloom, their reality is that they have two years experience pioneering the upper tier of the marketplace, a decent installed user base, given the hardware price point, and a dedicated following among their users. More importantly, the system is CD-ROM based, which means low risk and low production costs. With Sony and Sega joining the party, the net effect is surprisingly positive for the 3D0 Company. With the excitement surrounding these products building, the idea of this "upper tier" is gaining credibility and, financially, it is difficult for any third party publisher or developer to ignore the potential sales on 3D0, or any CD-ROM based system. The next generation is going to be very competitive, and it is still too early to tell who the winners and the losers will be. Although, it's hard not to consider consumers the winners. We just finished reviewing "Slipstream 5000", "Virtual Pool" and "Bioforge" for PC/CD-ROM and "Gex" and "Slam & Jam" for 3D0, gaming just doesn't get much better than this!

*David Jon Winding***VOLUME 1 • ISSUE 2  
JUNE, 1995**

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## GT INTERACTIVE AND WILLIAMS ENTERTAINMENT FORM DISTRIBUTION ALLIANCE

New York, NY: GT Interactive Software, the publisher of "Doom 2", recently announced that it has entered into an exclusive, long-term strategic alliance with Williams Entertainment, a division of WMS Industries, to market, manufacture and distribute Williams' titles for PC platforms. The agreement also calls for the co-publishing of new and original computer software titles. WMS Industries is the creator of many of the world's most popular arcade games, including the Mortal Kombat and NBA Jam series. The agreement will call for the release of at least four titles this year; "Super Karts", a high-speed, go-kart simulation, "Troy Aikman Football", a football simulation that has appeared on console systems, "Fun and Games", a multimedia activity program for kids, and Mortal Kombat III, the second sequel to the arcade and home Mega-hit.

## ACCLAIM REPORTS RECORD SECOND QUARTER RESULTS

Glen Cove, NY: Acclaim Entertainment, Inc. (NASDAQ: AKUM) recently reported revenue of \$157 million and net income of \$14 million for its second quarter ended February 28, 1995, as compared to \$116 million in revenues and \$11 million in net income for the same period in fiscal '94, an increase of 35% and 27%, respectively. Earnings per share were \$0.29 for the quarter, as compared to \$0.24 for the same period in the previous year.

"Sales in our second quarter were highlighted by the launch of NBA Jam Tournament Edition as well as the shipment of Mortal Kombat II,

our first PC/CD-ROM title," said Robert Holmes, president of Acclaim. During the quarter, Acclaim shipped 16 software titles, opened their new worldwide headquarters in Glen Cove, NY, acquired Texas based Iguana Entertainment, developers of the home versions of the NBA Jam series, and entered into an agreement with Sony Computer Entertainment of America to publish software for their upcoming "PlayStation" gaming system. Future releases from Acclaim include "NBA Jam" for PC/CD-ROM and "Batman Forever" across all platforms.

## AMERICAN LASER GAMES ANNOUNCES "GAMES FOR HER" PRODUCT LINE

Albuquerque, NM: "Madison High", a live-action CD-ROM title, has recently begun filming. With Games for Her, American Laser Games is creating CD-ROM products specifically designed for females. Games for Her conducted surveys and intensive focus groups to identify key elements that would appeal to girls in a computer game. Characters that girls can relate to, social interaction, humor and problem solving consistently showed up on the top of their lists.

Madison High, a social interaction adventure for adolescent girls, is based on a concept that a girl must develop a well-rounded character. The game is built on a series of choices the player makes about relationships, school and home. The player's objective is to personify a girl character who juggles these elements of her life, giving equal consideration to each of them while having fun. Madison High will be available for PC/CD-ROM, Mac and 3DO platforms this fall. The game is designed for girls ages 9 to 15. Games for Her plans to introduce several different types of live-action CD-ROM games for girls over the next year. The game will be previewed at E3, the Electronic Entertainment Expo, in Los Angeles May 11-13, 1995.

## KOEI'S VICE PRESIDENT NAMED DIRECTOR IN JAPAN

Burlingame, CA: Koei Corporation recently announced the promotion of Mr. Seinosuke Fukui to the position of overseas director at Koei Company Limited, Japan. As director, Fukui will oversee the maintenance and development of the American, Asian and European markets.

According to Fukui, "I feel privileged to have witnessed the transformation of entertainment software in the US, from EGA graphics and 8-bit cartridges, to CD-ROM and the 64-bit machines. This market is incredible in its flexibility and absorption of information." In a related matter, Koei announced the promotion of Mr. Toshiakazu Awano to executive vice president of Koei Corporation. Awano had previously been the director of sales and manager of soundware development at Koei Company Limited of Japan.

## "MYST" ARTIST, CHUCK CARTER, JOINS HYPER-QUEST AS ART DIRECTOR

Sarasota, FL: Hyper-Quest, publisher of "Astronomica", the space time travel and quest game for PC/CD-ROM and Mac, recently announced it has inked an agreement with Chuck Carter, co-artist on the runaway hit, "Myst". "I was extremely impressed with Hyper-Quest and the work that they are doing," said Carter. "I believe we share a common vision of the future of multimedia games and hope that, together, we can push the envelope even further."

Carter will begin work immediately on "Archaeologica", the second in the Hyper-Quest adventure series. The action takes place in a museum, after hours, and involves the quest for missing mummies and Mayan relics. Players navigate through a photo-realistic

# THE WIRE



3D environment, solving interactive puzzles, aided by fictional and real mentors. Archaeologica should be available later this year.

## TWO INDUSTRY VETERANS JOIN ACCOLADE

San Jose, CA: James Barnett, president of Accolade, recently announced the appointment of Stan Roach to executive vice president and Rob Harris to vice president of technology. Both Roach and Harris will report directly to Barnett.

Roach, 40, brings to Accolade more than nine years of industry experience in marketing computer and video game products. He joins Accolade from Sony Imagesoft, where he most recently served as interim president. Other senior level positions he has held include, vice president of marketing at Spectrum Holobyte, executive vice president for Objective Software, vice president of marketing for Activision, director of marketing at Electronic Arts and various marketing positions at Procter & Gamble. As executive vice president, Roach will be responsible for guiding Accolade's corporate strategy and managing the company's marketing, sales, international and licensing departments. He is a graduate of Princeton and holds a MBA from Harvard.

Harris, 33, has more than twelve years of technical experience in computer gaming and joins Accolade from Electronic Arts. While there, he served as technical director and technical producer for EA Sports. He has also held the position of technical director for Imagineering, director of software engineering at Penguin Products, software engineer at Ultimate, and software engineer at Coleco. Harris will be responsible for technology strategy, capital investment, tools management, new product submissions, quality assurance and all hardware operations, including their SGI lab. Harris will also play an integral role in setting corporate strategy. He holds a degree in computer science from Purdue University.

## THRUSTMASTER INTRODUCES LOW-END JOYSTICK

Portland, OR: ThrustMaster, Inc., a manufacturer of interactive controls for PC-based entertainment simulation software, recently announced the release of the XL Action Controller, their value-priced, multi-function joystick for Action/Adventure games. With a suggested retail price of \$39.95, the XL Action Controller has been created to establish a new benchmark for low-end, multi-function joysticks.

Designed with the same button and patented four-way "hat" switch technology found in ThrustMaster's Flight Control System (FCS) product, the XL Action Controller also features three buttons and a fast action trigger. The XL Action Controller is fully programmable when used with the ThrustMaster Mark II Weapons Control System (WCS). The XL Action Controller is supported by the ThrustMaster interface in top-selling software such as "Descent" by Interplay, "Dark Forces" by LucasArts, "Earth Siege" by Dynamix and many more. System requirements for the XL Action Controller include an MS-DOS compatible system and a dual port game card. The XL Action Controller will be sold through leading domestic and international resellers and distributors at an estimated street price of \$29.95.

## MICHAEL ABRASH JOINS id SOFTWARE

Mesquite, TX: id Software recently announced that Michael Abrash, formerly of Microsoft Corporation, has joined its team of game developers.

A noted author and columnist, Abrash has published seven books, including "Power Graphics Programming", "Zen of Assembly Language", "Zen of Code Optimization" and "Zen of Graphics Programming". Abrash has also written articles on the topics of real-time graphic programming and optimization for publications such as "PC Magazine",

"PC Tech Journal" and "Dr. Dobbs' Journal". He holds a BA in geography from Clark and an MS in energy management from the University of Pennsylvania, and has been writing video games in his spare time since 1982.

"What can I say? John Carmack (id's lead programmer) and I learned how to program PC graphics from Michael Abrash's books back in 1990," said John Romero, co-founder and co-owner of id Software. "We've read his columns in 'Dr. Dobbs' Journal'. The guy's a legend, and we've hired him! Our mentor, here at id!"

"Networked, 3D technology is going to be one of the key technologies of the next decade, and id is on the leading edge of it," said Abrash. "The opportunity to work with such an amazingly talented group of people was just too good to pass up. I can't think of a better place to learn and have fun than at id."

## ACTIVISION SIGNS LONG-TERM AGREEMENT WITH SHINY ENTERTAINMENT

Los Angeles, CA: Activision, Inc. (NASDAQ: ATVI) has entered into an exclusive, comprehensive long-term agreement with Shiny Entertainment, Inc. to jointly develop a state-of-the-art, next-generation action engine that will drive games produced for the next generation console systems. Activision is hopeful that the engine will enable them to dramatically increase their portfolio of action titles, and pursue the development of high quality products for the PS-X and Saturn. Additionally, under a separate agreement with Shiny Entertainment, Activision has licensed the worldwide rights to convert Shiny's "Earthworm Jim" for the Windows '95 operating system. This agreement follows the company's recent announcement to launch its console game "Pitfall: the Mayan Adventure" on Windows '95, simultaneous with the operating system's launch.

# GAMING NEWS FROM AROUND THE GLOBE

Gremlin was founded in 1984 and, over the past 10 years, has become one of the gaming industry's most prolific developers. The company now employs over 100 people and is headquartered in the city of Sheffield, England. They recently opened an American operation, based in Chicago, IL, and are looking toward expanding their presence in North America. Best known for arcade racing titles like the "Top Gear" series, Gremlin has formed a partnership with U.S. Gold in America for marketing and sales support for Gremlin product. The development of Slipstream 5000 represents a labor of love for all involved in that this title represents some of the long term goals for the developer. "We basically have been approaching Slipstream for a number of years with our previous titles," said Scott Fink, Business Development Manager for Gremlin's American operation. "We are primarily known for our arcade style racing games in Europe. We wanted to do a flight simulation, but knew that the market was very competitive for this type of product." He continued, "What we really wanted to create was the distinct feeling of flight, while maintaining a high degree of graphic realism, in a straight forward, fun-to-play game. We believe we have delivered just that with Slipstream 5000. We have had great response to the product and look forward to its release." At Dimension-3, we believe that Gremlin and U.S. Gold have a product that they can be proud of and that will have great staying power with consumers...enjoy!

## BEHIND THE SCREENS

# SPEED DOES THRILL...

SLIPSTREAM 5000 TAKES ARCADE RACING TO ITS HIGHEST LEVEL. by David Jon Winding

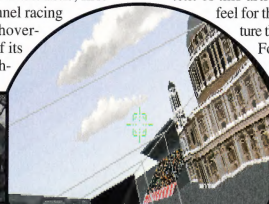


I have no way of knowing how many of you out there have ever played the circa 1988 racing game from Electronic Arts called "Powerdrome." This Amiga-only title was a futuristic, first person, polygon-based tunnel racing game among competing hovercrafts. It was way ahead of its time, both in terms of tech-

many original game ideas like "Powerdrome" have faded into obscurity.

The reason I wax historical within the context of this article is to try and give you a feel for the game that is our cover feature this month, "Slipstream 5000".

For those of you newer to PC gaming, the game that you



nology and play environment.

(I'm sure that, in these days where I currently do my playing on a Packard Bell Pentium 90, I would find the frame rate in Powerdrome intolerable.) Unfortunately, the Amiga has ended up as merely a stepping stone in gaming history, and

are going to find SS5000 most similar to will be Interplay's "Descent"—not bad company to keep I think. What separates Slipstream 5000 from both of these titles is, however, a fantastic level of detail in a remarkable 3D play environment. The basic theme

## SLIPSTREAM 5000

Publisher:

**U.S. GOLD**

303 Sacramento St., San Francisco, CA 94111  
415-693-0297

Developer:

**GREMLIN/SOFTWARE REFINERY**

Design team:

Ciaran Gultnieks: Programmer  
Ian Martin: Programmer  
Mark Griffiths: Artist  
Neil Biggin: Music & Sound  
Tony Casson: Producer



# COVER Story

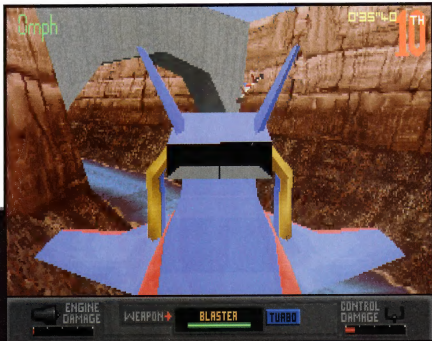




of the game is that conventional motor racing has yielded to the advances of "thrust drive" technology. Popularity for Slipstream racing is at its peak. Successful flyers quickly become icons and heroes. Race fans flock in their millions to the circuit-side stadiums, hoping to catch a glimpse of the latest anti-grav machines which defy all the laws of motion. You must race against nine of the top pilots in the world in a no-holds-barred racing and shooting battle.

The essence of the game is that you race over a series of 10 global race circuits, against these nine competitors, and a series of "drone" vehicles that, when shot, release helpful repair, money and turbo icons (and the not-so-helpful, reverse your controller icon). You have 11 different weapons and five different turbochargers available to you as you earn championship points and money. The weapons range from "Seeker Missiles" to "Mini-Mines" to "Grapplers", which send a sight-obscuring trail of smoke toward the vehicle behind you. Multi-player gaming is supported, both through a split-screen mode and through modem/network play, and instant replay, multiple camera angles and cockpit and behind-the-vehicle views are also supported. The game allows you to simply practice racing on any of the ten circuits and race against the computer or human opponents (both near and far). You can also try your luck at the ten circuit championship mode; where points are given (similar to F1 racing) for placing in the top six positions and money is awarded that can be used to purchase more advanced weapons.

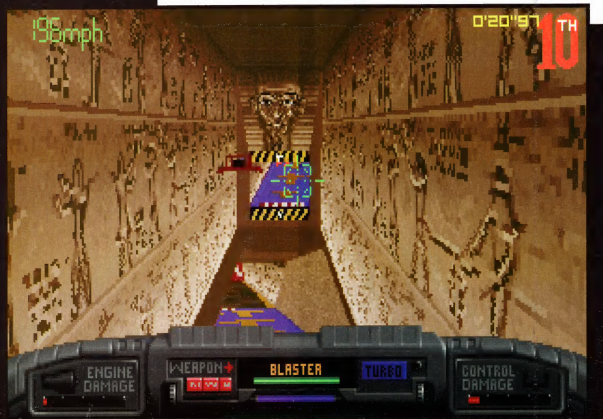
Slipstream 5000 is an absolute blast to play. It is a game that produces an excellent contest when you are challenging the computer opponents, not to mention the absolute brilliance and entertainment value found in the multi-player game and network/modem play. The feeling of speed and depth is tremendous and the designers at England's venerable PC developer, Gremlin, have created some fantastic environments to race within. In fact, it is these courses that make the game so memorable and diverse...and that have also made it the D-3 game of the month. The game will take the player on a fly-by of each course



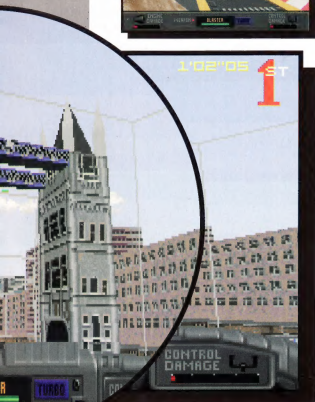
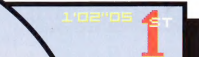


before the race begins, describing the key points and potential for success or failure-and we will now do the same...

You can shoot through the streets of Tokyo, diving from the tops of skyscrapers down to the city streets below-only to fly deep into the tunnels below the city. In Arizona, you follow the Colorado River as you run in and out of the canyon walls in your attempt to take first place. In the Amazon, you pilot your craft along the river with its lush, tropical vegetation. In merry ol' England, it's a race around the city of London as you make your way past "Big Ben", the House of Parliament, and other memorable structures. In Egypt, you wake the dead as you and your competition blast through the pyramids, buzz the Sphinx and make a general nuisance of yourselves within the catacombs of the final resting places of pharaohs and queens. Lastly (for the purposes of our review and space limitations), is my favorite course, Chicago. In this circuit, you must make it through the tunnels of what I believe to be the "L" train, occasionally seeing the light of day to go zooming past John Hancock tower or the Sears/Robeck (at least, it used to be called that) building. The scenery is breathtaking and extremely realistic. There are 10 courses in all, each attempting to out-do the one before







it, and taking the player along for a breathtaking ride in a fantastic "virtual" world. And the real beauty of it is that the game is not on "rails", within the context of a racing game, your freedom of movement is equal to that found in "Descent" or any of the other popular 3D games...brilliant! The only area where the game falls down a bit is in its music score. Let's just say that the volume control is your friend and leave it at that. On the other hand, the pre-race voice and commentary is clear and maintains a good sense of humor throughout the game. The overall presentation in Slipstream 5000 is good, mixing a little "Mega Race" style humor in with your racing, and enough of the "multimedia" style trappings to remind you that the game was purchased in a CD-ROM format. I find the racing experience, in spite of it not being a dedicated "simulation", to be one of the best around and the sense of speed, the physical model for the movement of the vehicles, and the effects of centripetal acceleration to be accurate. (You can tell this is true because, when I play, I typically am physically leaning to the side when playing the game, with my head tilted.)

PC/CD-ROM owners will be well advised to seek out and buy Slipstream 5000. The 3D world is simply the best to be had and it is one of the most unique gaming experiences available. I have been playing this game, in one form or another, for the past two months and still love it. (If you know anything about the world of publishing gaming magazines, you know that there is no higher form of praise.) Gremlin has been hard at work over the past decade trying to create the ultimate racing game. They have come close a number of times, on a number of different platforms, but never quite hit the mark. We now can consider the mark officially hit.



# 3

PC/CD-ROM owners will be well advised to seek out and buy Slipstream 5000. The 3D world is simply the best to be had and it is one of the most unique gaming experiences available. I have been playing this game, in one form or another, for the past two months and still love it... Buy Slipstream 5000, you won't be disappointed.

# 95%



## BIOFORGE

Publisher:

### ORIGIN

P.O. Box 161750, Austin, TX 78716  
512-335-5200

Developer:

### ORIGIN

Design team:

**Ken Demarest:** *Director*  
**Eric Hyman:** *Producer*  
**Lance Grooms:** *Programmer*  
**Bruce Lemons:** *Art Director*  
**Jack Herman:** *Script*

# YOU'VE NEVER INTERACTED LIKE THIS

AND, ONCE YOU HAVE, YOU'LL NEVER GO BACK! by Gregory Off

Origin, creators and innovators of such award winning classics as Lord British's Ultima series and, more recently, the mega-successful line of Wing Commander titles, has delivered another gift to the gaming public. The gift we have received is titled Bioforge and is, for lack of a better word...awesome!

Bioforge is an "interactive movie", but not in the sense we are all so familiar with and used to. We'll have none of that chunky full-motion video, complete with has-been actors who were last seen promoting the Psychic Friends Network-or worse, incarcerated for raiding the local drugstore. No sir, in this game you control an incredibly realistic synthetic actor, totally immersed in a three-dimensional world. Now this is what I call interactive!

Bioforge has the most impressive storyline of all the games I have had the pleasure of reviewing to date. The game has a James Cameron style flair and is reminiscent of "Aliens" or "Total Recall". The storyline unfolds like a science fiction movie, complete with a mad scientist whose hobby is conducting genetic experiments on human beings. Not much is known at the get-go, except that you have just awoke from an operation that has left you somewhere between half-human and

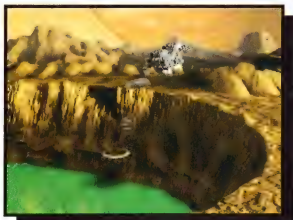


half-machine. Any memories you had before have been completely eradicated and stripped away. From what you can surmise, you're on some planet or moon that is completely unstable; continually experiencing tremors at alarming intervals. You know things are terribly wrong and there is an unmistakable presence of evil here. It becomes your purpose to discover who you are, what the hell is going on and ultimately escape. This incredible journey of discovery takes you from deep inside the inner-reaches of a military base with a highly unstable nuclear reactor, to the unexplored ruins of a long-dead civilization, with many plot



# PC Revolution





twists and surprises along the way.

Bioforge is comparable to I•Motion's "Alone in the Dark" series as well as Psygnosis' "Ecstasia". The game is comprised of "sets", each with its own variety of camera angles that display different perspectives for that particular area. These cameras switch automatically, depending on where you are in that particular set-providing a cinema-like experience. Adding to this experience are cut-scenes and quick edits, which you trigger by the actions you choose to make. This is where the comparison ends. Origin has chosen to take this concept much further than the aforementioned titles. Like Alone in the Dark and Ecstasia, your character is constructed of hundreds of polygons but, in Bioforge, your character and the cast of friends and foes you encounter along the way are all beautifully texture mapped, with the end result being much more realistic and, to be quite honest, a little eerie. Every character animates with incredibly lifelike, fluid movement and to see

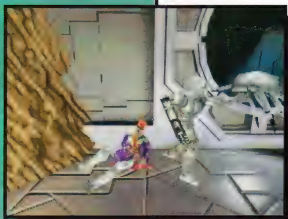


them move, fight, or just plain interact with others, is amazing. There are a total of 24 different combat maneuvers that come into play when fighting enemies, and you can do everything from a rabbit-punch to the gut, to a messy but effective roundhouse kick to the head. I

don't think there's anything quite as satisfying as bludgeoning a crazed soldier, turned freak medical experiment, to death with his own severed arm, complete with spurting blood! Speaking of blood, your character shows his injuries progressively by getting bloodier and bloodier as he gets weaker and weaker, to the point where he becomes a gooey mess of blood and guts. And, instead of walking, he's left to a pathetic crawl. Luckily, the alien technology used in your character's genetic make-up allows you to heal yourself, with the help of a battery (found somewhere during the game, naturally).

Given the unique perspectives and ever-changing camera angles, controlling your char-





acter can be somewhat of a challenge. But, unlike Alone in the Dark and Ecstastica, Bioforge has seemingly tightened up the collision detection, making for a much easier gaming experience. The frustration that usually comes from positioning your character relative to where your enemy is standing, in order to get a connecting shot or fist, has almost been eliminated. For the most part, aiming is done by the computer and, if you point yourself in the general direction, you'll usually get the job done. The keyboard is your main means of control, but the mouse is a necessity when it comes to the puzzle solving elements. Character movement is controlled via the number pad, with the 'SHIFT' key used for running. To enter into com-

bat at any given time, just press the 'C' button. To pick an item up, hit the 'RETURN' button. To place it into your inventory, hit the 'I' key, and so on...you get the picture. You also have your own Personal Inventory Manager (PIM) at your fingertips. The PIM does more than just manage inventory. From this screen, you can access many different options, including diagnostics, where you can increase your energy and charge your weapons, a journal, which keeps track of all your thoughts and significant events, and a list of various other options, including loading/saving your game, gamma correction, music and sound effects, etc.

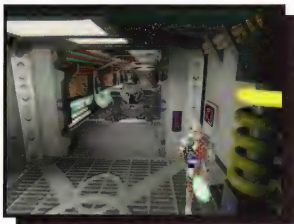
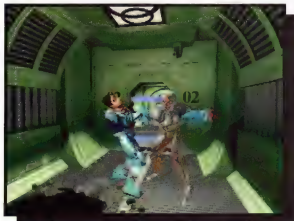
There are two main keys to survival and progression in this game. The first and foremost is to read everything you can. Most human enemies you'll encounter will carry log books, which contain vital information like access codes and information to help clear-up your foggy past. Through your own personal journal, the main computers memory banks, and these log books, most of story unfolds. The second necessity, like most other action/adventures, is saving your progress every few minutes, as you will be watching plenty of your own death sequences...often.

As you will notice from the screen shots prominently displayed throughout this layout, Bioforge has beautifully rendered background graphics, with most being interactive and integral



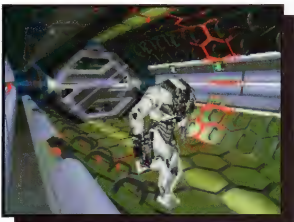
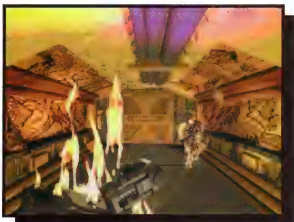
# PC Revolution





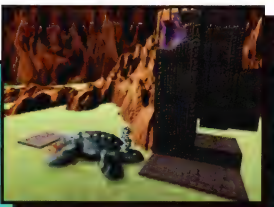
cal soundtrack, which builds on your sense of impending doom, as well as ambient digital sound effects. This is what is so amazing about this game. Sounds will come from off in the distance, cued by your location. For example, the alarms go off when you escape from your cell block early on in the game. As you progress further and further away from that area, the whaling of the sirens fade, until they're just a whisper. This painstaking level of detail that went into the design of BioForge is evident throughout the game.

By now, you probably have gotten the idea that I thoroughly enjoyed this game. BioForge borrows many elements from *Alone in the Dark* and *Ecstasia*, but really goes many steps further. The end result is a complete package, with the perfect mix of outstanding gameplay, gorgeous graphics, a well developed and intriguing storyline, and plenty of challenging puzzles. For me, this is the perfect execution of an interactive movie, where the player really gets to be in control of his actions and eventual outcome. Origin continues to produce nothing but the highest quality software in the industry. BioForge is not only recommended playing, it's mandatory.



to your success. There will be numerous times where you will have to access a computer to perform a task, or operate some of the local heavy machinery. At one point, you find yourself in the wreckage of a downed drop ship you shot down earlier. In this part of the game, you must activate the ship's missile defenses by logging on to its computer. And, by watching a monitor which is displaying the outside of the ship, take out a huge alien life form that inhabits the local acid lake...very cool.

It wouldn't be a complete movie-like experience without the addition of a suspenseful musi-



3

BioForge is the complete package, with a perfect mix of outstanding gameplay, gorgeous graphics, a well developed and intriguing storyline, and plenty of challenging puzzles. For me, this is the perfect execution of an interactive movie, where the player really gets to be in control of his actions and the eventual outcome... BioForge is not only recommended playing, it's mandatory.

94%



## MAGIC CARPET HIDDEN WORLDS

Publisher:

### ELECTRONIC ARTS

1450 Fashion Island Blvd., San Mateo, CA 94404  
415-571-7171

Matt Webster: Producer

Developer:

### BULLFROG

Glenn Corpes: Engine Programmer

Peter Molyneux: Exec. Producer

Sean Cooper: Lead Programmer

Mark Huntley: Lead Programmer

Findlay McGechie: Lead Artist

# DUST OFF THAT MAGICAL CARPET

IT'S TIME TO TAKE TO THE SKIES ONCE AGAIN! by Tim Lindquist

"Magic Carpet Hidden Worlds" is an add-on disk for owners of Bullfrog's 3D masterpiece, "Magic Carpet". On this new disk, you'll find forty all new worlds, a new "Homing Meteorite" spell, harder computer opponents, more powerful original spells and network support for up to eight players.

**WARNING:** Magic Carpet newbies beware. When I say harder computer opponents, I ain't blowing smoke. This is one of the hardest games I've played. If you haven't already mastered the original fifty levels of Magic Carpet, you won't have the slightest chance of surviving even the first of these forty new ones. It's that hard.

Since we never got a chance to cover the original Magic Carpet in our publication, I'll lay the groundwork for this continuation of the adventure. Magic Carpet is like nothing you've ever played before. From the beginning of the game, you are thrown into a world so beautifully animated and textured, with such realistic physics, you'd be well advised to take precautions against unexpected motion sickness.



The object is to restore the land to equilibrium while mounted atop your trusty flying Magic Carpet. The way to do this is by collecting Mana, which can be acquired by destroying monsters, or stealing rival sorcerers' "hordes". Once released, you mark the mana as your own and your hot air balloon will travel around collecting the Mana to return to your castle. Once you have collected enough Mana, the level will be restored and you may move on to the next. Be careful, for even as you seek to pillage your rival's stashes, they will be battering the walls of your own castle, with lustful eyes intent on possessing what you've fought so hard to obtain. To aid you in your quest, you can acquire magic spells—which are found in red urns randomly placed throughout the land. They will show up as red dots on your "All-Seeing Eye" or World Map. Each time you pick one up, you will gain a new spell. The spells start out as simple fireballs and castle-building boulders, and progress to more powerful spells like volcanoes, craters, meteors and lightning bolts. The

## The Hint Box

### CHEATS 'O' PLENTY

During game play press the "i" key, then type "ratty" at the prompt. This will put you into cheat mode.

- alt-F1** All Spells
- alt-F2** More Mana
- alt-F3** Destroy All Players
- alt-F4** Destroy All Castles
- alt-F5** Destroy All Balloons
- alt-F6** Heal
- alt-F7** Kill All Creatures
- shift-C** Complete Level



# PC Revolution





damage you can inflict with these spells is awesome, you can completely reshape the land with some of them. The only limit to the damage you can inflict is the amount of Spell Mana you've collected. You must constantly collect Mana in order to keep your spell meter charged. The enemies you will encounter are extremely devious and aggressive. You'll really have to learn their behavior patterns to keep from being defeated.

The new levels and features in Hidden Worlds are basically more of the same, with the difficulty level jacked-up a couple of notches. All the original spells are a little more powerful, but you real-

ly don't notice it because the enemies are harder too. The only spell that has any obvious difference is the "Meteor" spell, which now locks-on to enemies like a guided missile. The best strategy for playing these new levels (which also applies to the harder of the first fifty levels of the original game) is to create a castle as soon as possible and defend it to the death. Enough monsters and rivals will come looking for a fight, and killing them will give you all the Mana you will need to restore the level. The only reason to venture far from your castle is to go searching for new spells. Don't feel bad if you are taken like a lamb to the slaughter when playing this game for the first few times. Even the most grizzled veteran gamers won't quickly master the subtle techniques required to play this game.

If you've purchased Magic Carpet and you have not yet solved it, don't even think about trying to play the extra levels in Hidden Worlds. If you're a Magic Carpet demi-god, having laid waste to all fifty levels of the original game, and you are still salivating for more punishment, Hidden Worlds is just what the mad doctor ordered.



# 3

If you've purchased Magic Carpet and you have not yet solved it, don't even think about trying to play the extra levels in Hidden Worlds. If you're a Magic Carpet demi-god, having laid waste to all fifty levels of the original game and you are still salivating for more punishment, Hidden Worlds is just what the mad doctor ordered.

# 90%



## JUNGLE STRIKE

Publisher:

**U.S. GOLD**

303 Sacramento St., San Francisco, CA 94111  
415-693-0297

Developer:

**GREMLIN/EA EUROPE**

Design team:

Tony Casson: Producer

Alex Metallis: Senior Programmer

Neil Biggin: Sound & Music

Ade Carless: Graphics

Pete Daniels: Graphics

## The Hint Box

### UNLIMITED STUFF

Go into the game and hit the "ESC" key and type "**CHICKEN**". This will give you unlimited ammo, fuel and armor.

### LEVEL SKIP

Take off from the heli-pad at the beginning of the level that you are in. Pull away from it, then type "**Q**". Go back to the pad and land. You will now be taken to the next level.



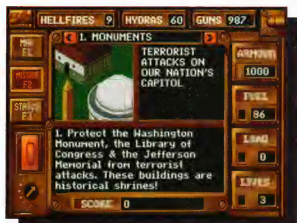
# WELCOME TO THE JUNGLE

WE'VE GOT FUN AND GAMES! by Eric Winding

The story continues. After having rid the earth of the vile General Kilbaba in Desert Strike, your next assignment is to remove the General's son and drug lord partner in "Jungle Strike", the sequel to Desert Strike. Many of you fanatical game player types out there have seen this title on the shelves for console systems for over a year. Now, the chance is yours to take on a host of missions over the most treacherous and beautiful terrain in the world. Welcome to the jungle!

If you're not completely familiar with the story line, I'll quickly give you a little background information. You play the role of an ace American Comanche helicopter pilot who successfully fought off the "Desert Madman" a few years back. Now, his son has teamed up with a South American drug lord to seek revenge against the United States and "anyone American". Seems simple enough, right? Right. There are several tasks to complete within each mission, and only a limited amount of ammunition and fuel (not to mention helicopters) to see you through each level. The underlying guide to success is to blast accurately and quickly! Most of the time, more than one mistake will cost you the game, and your life!

Jungle Strike starts out with the difficulty level set on HIGH. The first round takes place in D. C. and is no walk in the park, as you have to complete five bruising missions. It is possible to be left with only one 'copter before you even escort the President's limo back to the White House. The scenery in Washington is gorgeous from the detailed monuments, to the lush parks. You may find yourself just flying over the city to look at it! Of course, this is NOT recom-



mended. The second level finds our hero trading in the Comanche helicopter for a Hovercraft. There are six missions to accomplish in the water, and none too tasking. You should be able to cruise right through this portion, but don't spend too much time going after the speedboats, as it is better to not waste fuel or ammo on them, unless necessary. The third campaign finds you back in the Comanche and flying over the desert training grounds. There are eight missions to complete, the most difficult being the Sheridan tank depot. These tanks deliver a knockout blow, so don't get yourself caught fighting toe-to-toe, as you're going to lose every time. Instead, take Ali's: float like a butterfly and sting like a bee! The next level will require more than a few attempts to master, so don't lose your password. That's right, Jungle Strike has a password save feature for each level. What can you do? Anyway, this fourth mission takes place at night, and your targets and enemies can be quite difficult to locate. They, however, don't have this problem! The enemy Apache choppers will drop you like a fly, without you ever knowing where they came from—better keep your eyes and EARS open during these seven rounds of fast and furious action. It's about time for a break, don't you think? Well, level number five is about as close to a break as you will get in Jungle Strike. There are eight different tasks to accomplish in Pulso City, but nothing too taxing for an ace Comanche pilot like yourself. Take some time here and enjoy the Spanish adobe architecture of the buildings as you cruise along in the Special Forces Attack Cycle. O.K., you've had your rest, now be prepared for some serious grief. The sixth journey finds you maneuvering the chopper over

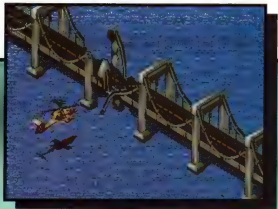
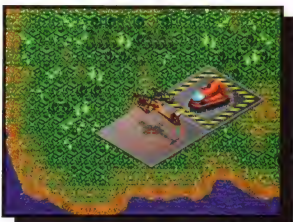
# PC Revolution





a snow covered wasteland, looking to wipe out no less than eight different points of interest. BEWARE: there are Sheridan tanks and Apache choppers everywhere. Be prepared to spend some quality time with the GamePad on this level! Had enough? Probably not, so you will be happy to note that the battle rages on! After all, what's a tactical maneuver without an episode in the F-117A (ya know, the Stealth Bomber)? That's right, the control of a gajillion dollar Stealth is in your hands. But this ain't no ordinary bi-plane, so be prepared for a few "practice" rounds with the F-117A. This fighter doesn't have a low gear, nor does it turn on a dime, so it will take time to develop a feel for how to fly the thing. Of course, once you learn how to fly, you'll have to learn how to time your bombs as well! No, the seven escapades during this run will not be easy-but I know you weren't expecting them to be! Should you be able to land the Stealth, you will be able to fight the final battles in the Comanche with relative ease, although take nothing for granted in the exclusive "Oil Spill" level. This is a "just for CD-ROM level", so enjoy! By now, you can appreciate the number of things to see, shoot, avoid, and interact with in Jungle

Strike. A winner all the way, no doubt, but a few things should be improved upon for the release of the third installment, Urban Strike. One thing I would like to see is support of the four button control pad. Every time you switch between guns, hydras, and hellfires, you must first tap the space bar and, should you run out of one type of weapon, the game doesn't automatically forward you to the next. So, if you are in a tight situation, you will have to take a hand off of the controller and smash the spacebar! Not real efficient by any stretch of the imagination. Also, as petty as it may seem, why can't you just hit the escape key to get out of the map select screens? Instead, the gamer is left to hit the spacebar (again) and this could (and occasionally does) change the weapon you were using before you went into the map. The FMV adds little to the gameplay, but it is a nice feature the first time you play. All in all, Jungle Strike is a solid addition to any gamer's action/shoot 'em up library. Certainly more difficult than Desert Strike, the Jungle will have you using all of your resources to get out alive! See ya in the Urban sprawl!



# 3

By now, you can appreciate the number of things to see, shoot, avoid, and interact with in Jungle Strike. A winner all the way, no doubt, but a few things should be improved upon for the release of the third installment, Urban Strike. One thing I would like to see is support of the four button control pad.

# 88%



## LOADSTAR

Publisher:

### ROCKET SCIENCE

300 Hamilton, 4th Floor, Palo Alto, CA 94301

415-328-8181

Developer:

### ROCKET SCIENCE

Design Team:

Mark Mullen: Exec. Producer

Molly Naughton: Producer

Mark Krueger: Gameplay

Phil Paumet: Live Action Producer

John Conklin III: Quality Assurance

# CAMELS ON THE MOON?

IN LOADSTAR, YOU'VE GOTTA GET 'EM OUTTA THERE! by David Jon Winding

"Loadstar: the Legend of Tully Bodine" signifies Rocket Science's entrance into the world of PC/CD-ROM entertainment...and it's not a bad beginning. Although the game is difficult, the unique story line and quality concept of the game help get you through it, and make Loadstar a battle worth fighting.

What makes Tully work? To begin with, it is the combination of play elements that exist within a traditional FMV-style game. In most games of this ilk, you have one task to accomplish—shoot the hot spots on an otherwise non-interactive object. Shoot them enough times, and you will dispatch the enemy. This formula has proven moderately successful on products like "Novastorm" and "Sewer Shark". In Loadstar, not only do you have to move your cursor over the enemy ships (within the context of the story, they are called, among other things, "SAPs" and "Toasters") and blast away, but you must negotiate required turns on the tracks that your transport moves on, turn your shield on and off (VERY critical to your success), and honk your horn to move-on stalled traffic along



the rails—thus avoiding damage to the Loadstar and prolonging your survival. Each task may sound simple enough on its own but, when the game requires that you do them all repeatedly and at the same time, things can become a little hairy. The key to success in the game is damage control. By making efficient use of your shield (it replenishes itself when not in use), you can continue to negotiate the tracks and make it from one sector

## The Hint Box

### Loadstar Codes

#### Jump to Area B in a Level:

Pause Game: X,Y,Z,Z,Y,B,B,B,B; Unpause.  
You'll jump to a tunnel section.

#### Jump to Area C in a Level:

Pause Game: X,Y,Z,Z,Y,C,C,C,C; Unpause.  
Again, you'll jump to a tunnel section.

#### Jump to Boss Monster (at the end of a level):

Pause Game: X,Y,Z,Z,Y,M,M,M,M; Unpause.  
You'll be in a tunnel section, then the Boss of the level.

Note: If you aren't in Area C and the Boss kills you, you'll be thrown back to the start of the last area you started (jump from Area A, die, back to Area A).

#### Invincibility Code:

Pause Game: M, U, X, A, B, A, X, D, M; Unpause.



# PC Revolution





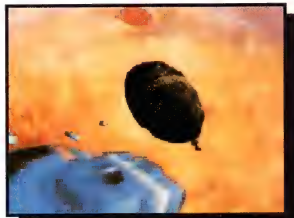
to the next. Damage to your vehicle can also be minimized by paying attention to your level destination. There are three levels in the game, each with three sectors and a boss that must be defeated. If you miss a required turn (there is an arrow indicator to help you along), your time within the sector is prolonged, thus increasing the risk of fatal damage from police vehicles, or oncoming traffic and objects.

What also makes Tully work is the game's story. Ron Cobb, a contributing artist and writer to some of the biggest movies in entertainment history ("Raiders of the Lost Ark," "Aliens"), originally conceived of Loadstar in the middle '70's as a futuristic trucking movie for the late John

Wayne. The script seems to have made the transition from the silver screen to your 15" monitor relatively in-tact. Loadstar finds your character (Tully) riding the rails of the Moon, fighting off the forces of the corrupt police chief (Ned Beatty for you Hollywood types) in an attempt to move a load of contraband camels off the moon, into space and proceed directly toward the movie's (game's) sequel. It's a little odd, pretty cool and certainly unique.

What keeps Loadstar from working perfectly, however, is a game that gets fairly repetitive. Although the huge enemy ships found at the end of each level help to brake the graphic monotony, there is a "sameness" along the rails of the three levels that has you questioning the staying power of the game, and your interest in it. It would have been nice to see some different colors, buildings, etc., understanding, after all, that this IS the moon and there's only so much you can realistically change in regard to light and color. After spending some time on the rails, you will find your mind wandering away from the game. The best approach to take is to try and play the game one level at a time, exit, and then come back to it. This, in and of itself, is no small task. The acting is also a little on the "B" side. Beatty gives a good performance, but the rest of the cast is unremarkable.

Loadstar is not a game that will appeal to all PC/CD-ROM owners. But it is a nice first effort by Rocket Science. There is tons of video, a good story, and more action than you've ever before experienced in this type of game, almost to the point where you believe that you have more control over your environment than you really do. Rocket Science's next release is "Cadillacs and Dinosaurs", followed closely by "Wing Nuts". In closing, although Loadstar is a rough, challenging ride, it is one that is graphically appealing and takes the FMV style game to a new interactive level.



3

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83%



## IRON ASSAULT

Publisher:

**VIRGIN**

122 S. Robertson Blvd., L.A., CA 90048  
310-246-4666

Jeff Ziek: *Product Coordinator*

Ken Love: *Product Coordinator*

Developer:

**GRAFITI**

Design Team:

Matthew Spall: *UK Producer*

Stefano Lecchi: *Head Programmer*

Antonio Farina: *Project Manager*

# VIRGIN'S ALL-OUT ASSAULT

IRON ASSAULT HAS YOU STOMPIN' ON "FROGS". by Andrew Phillips

It's pandemonium baby! Put your seat belts on boys and girls, the good folks at Virgin Entertainment are about to take you for a ride. The ride is, of course, Virgin's new mech-warrior type game, *Iron Assault*. Although it is a ride worth taking, it does have its fair share of road kill and pot holes. Being an absolute sucker for an action shoot 'em up, I was eagerly awaiting the arrival of the latest entry into a very crowded field of over achievers. So, why wait? Let's get into our combat gear and get started.

*Iron Assault* puts you in control of a "Terminator-esque" combat robotics system, where your mission is to fight back against the advancing hordes of evil "frogs" (one of the enemy robots). The game drops you in the middle of a very challenging, first person 3D environment. By now, you probably know "the rest of the stoory". The urban chaos that ensues is positively hair raising. Your goal is, of course, to save mankind from this menace, and return the country to pure utopian nirvana. Before you can do this, you have to eliminate all of the obstacles thrown in your path. Let's face it, there's not much to the story... we've all heard it before.



*Iron Assault* is a virtual plethora of sights and sounds. The introduction to the game has you asking whether you're watching the "Terminator", or playing out an Ayn Rand novel. Needless to say, the anticipation generated from this is substantial. It's quite obvious that the design team is as addicted to shoot-'em-ups as the staff at D-3. The episodes and levels are a complete sensory overload, with a total of four levels and a simulator to help you sharpen your skills, before being placed in the actual combat zone. Being a gadget junkie, I specially liked the impressive list of options. The rear-view option turned out to be a life saver, as did the unique ability to call in for an emergency egress. If the battle starts to get out of control, you can get your rear out of Dodge, simply by pressing the F9 key. This came in handy more than once. In addition to the gadgets, you have your choice of four different warriors, and two different kinds of battle machinery to control. Finally, there are a number of self-help items that you soon realize you can't do without. My favorite is what can best be described as a "home-on-jam" targeting device, which makes even the most untested warrior look like Inspector Erskin ('ol "One-Shot Harry from the '60's "FBI" show).

Let's face it, there's not a whole lot you can do to recreate this genre of game. Suffice it to say, it all boils down to gameplay. In this particular category, *Iron Assault* does not disappoint. The pace of the game can be breathtaking at times, and the flurry of movement will have you sweating at the end of your first round. (I was drenched.) Probably the most impressive aspect of the experience is the audio. I know this



# PC Revolution





sounds strange, especially for a shoot 'em up, but this is probably what will give Iron Assault a longer than average shelf life. And, let's face it, at \$50.00 a copy, that shouldn't be overlooked. The commentary is extremely "Madden-esque". During battle, I found myself carrying on numerous "conversations" with my "brothers in arms".

Equally as impressive is the amount of tension that begins to build as you work your way through what seems like an endless supply of enemy machines. At one point, I only had one "007" to eliminate and, as I wandered through the streets trying to track the beast down, the anticipation became overwhelming. By the time I finally ran into him, I mean literally ran into him, I was so worked up that I launched seven missiles on the beast. Needless to say, he won't be bothering us anymore.

There are a number of quality touches that make Iron Assault a keeper. But, it won't turn the industry on its collective ear. The objective is to blow the living daylights out of just about everything you come in contact with, and have tons of fun doing it. In that respect, Iron Assault delivers BIG. However, other aspects of the game did not receive the same attention. The graphics were average



at best, and the story line was very tired. But, let's face it, this is not a high concept game. I still believe, however, that it's possible to create a great action game with quality graphics and a fresh story line.

Here are a few tips and strategies to help get you through Iron Assault.

- Make very good friends with your "home-on-jam" targeting device, it will be the most telling factor in your eventual victory.

- Always keep an eye on your rear-view and systems status screen.

- In closing, remember to fasten your seat belts...Iron Assault may be a little bumpy, but it's one heck of a ride.

# 3

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# 76%



## SUPERKARTS

Publisher:

### GT INTERACTIVE

16 East 40th St., NY, NY 10016  
212-679-6850

Developer:

### MANIC MEDIA

Design team:

Jon Stuart: Producer

Paul McCracken: Designer/Programmer

Ed Campbell: Graphics

Justin Treen: Graphics

Ben Webster: Track Design

## The Hint Box

We're only going to give you a few cheats for this one. You don't want us to spoil a perfectly good game for you now, do you?

### ORIEL

Type this at the "Go Karting" screen and you'll get a track select option in place of the exit option.

### BRASENOSE

Type this in the shop and you'll get an extra \$10,000.

### MANICMARTIN

Type this in during a race and you'll have unlimited turbos!

# GROWN TOO BIG TO SQUEEZE INTO A GO-KART?

IT'S MARI... ERR... I MEAN SUPERKARTS TO THE RESCUE! by Tim Lindquist

The first time I saw screen shots of SuperKarts I thought, "Oh my, they've made a MarioKart clone for the PC". Not so. Compared to other similar titles, SuperKarts is more of a true Go-Kart simulation, whereas the others are more "arcade style" games, which I suppose means that you don't need to get used to the game in order to play it. It took me a few games to get used to the way the Go-Karts control. According to the developers, the game is much easier to control if you're using an analog joystick, such as the Thrustmaster T1. This does make sense for racing games, since analog joysticks are closer in reality to a steering wheel. Imagine trying to drive your car with a gamepad. I can't vouch for this fact, however, since I don't yet own an analog joystick. A hefty percentage of the games I have work better with a gamepad, so I haven't gotten the urge to go plunk down the wad required to obtain one.

SuperKarts has eight different locations, with two different tracks in each location, for a total of sixteen different races. Each track has its unique features, some of which include: pools of water, snow, ice and even carpets. There's a few levels with jump-pads that send you a few feet into the air (no ramps, just pads), and there's also the occasional speed pad that zips you a few feet ahead of your opponent if you hit it.

There are several different modes of racing that you can choose from. Arcade mode, where you must place in the top three to advance to the next round. A 1/2 Season mode, where you play the first eight tracks of each of the locations and it doesn't matter which place you finish in, you'll always advance to the next track. A running total score is kept and whoever has the highest score



at the end of the game is king. Lastly, there's the Full Season mode, where you'll race both tracks of each world with the same running total scoring system. Between each race there's a shop where you can buy better engines, tires, a larger gas tank, more strength, more power-ups and extra lives. During the race you've got three different power-ups: Turbo, Steering, and Oil. The Steering power-up lets you take turns without skidding out. The Oil power-up lets you belch out oily black slicks behind you to foil any tail-gaters. You can hold a maximum of five of each kind of power-up at a time and you'll find them scattered throughout the course, along with occasional stashes of cash. After you've mastered the gameplay and are ready for some adventure, try smashing into random walls along the way. You'll more than likely find a hidden piece of track stuffed with all kinds of goodies that doubles as a handy shortcut the next time around.

If you're in a single computer environment, up to two people at a time can play SuperKarts in a split screen mode, which you can set to either be split horizontally or vertically. The verti-



# PC Revolution



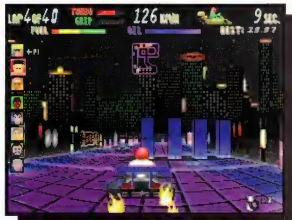


cally split play mode is a little disorienting at first because there's no line dividing the two sides of the screen. If you're in an office or you're just a computer nut and you've got more than one computer, you can play a multi-player game with up to eight different people. You can even set one of the computers up as a custom "race camera" that will let you view the action from most any angle you could imagine. There's also a "3D" mode hidden in the game, the kind where you need 3D glasses to see what's going on and you end up needing an aspirin after a few minutes.



The only thing that really bugs me about SuperKarts is the wall along sides of the tracks. If you hit it when you're going around a curve, you come to a dead stop. Only if you nick it slightly will you bounce off. This is because the way the game engine was designed, there aren't any curved surfaces. All of the track's elements are made up of square walls similar to the ones found in Castle Wolfenstein 3D. (No, nobody from id Software had anything to do with it.) Personally, I think that the designers would have been better off to leave the walls out completely and, in their place, add a few more jumps and obstacles to liven up the tracks.

SuperKarts is a fine racing simulation. The designers did a great job of making SuperKarts a fun game to play with either one or multiple players. All too often a game will be tons of fun with two or more people playing against each other, but the single player version with computer controlled opponents just doesn't cut it. If you're looking for mindless fun, go get one of the other "cartoony" racers. SuperKarts is a game for people with sports racing in their blood.



# 3

SuperKarts is a fine racing simulation. The designers did a great job of making SuperKarts a fun game to play with either one or multiple players... If you're looking for mindless fun, go get one of the other "cartoony" racers. SuperKarts is a game for people with sports racing in their blood.

# 85%



## SUPER STREET FIGHTER 2 TURBO

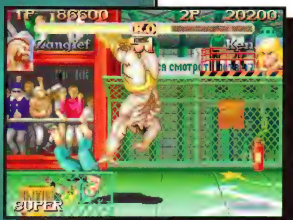
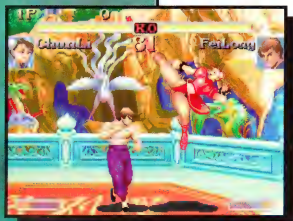
Publisher:

**GAMETEK**

2999 N.E. 191st St., #500, Aurora, FL 33180  
305-935-3995

Developer:

**EUROCOM**

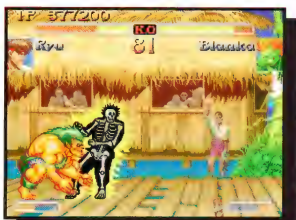


# WHO NEEDS QUARTERS...

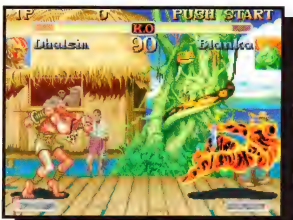
WHEN PERFECTION IS RIGHT IN YOUR HOME? by Gregory Off

Attention all Street Fighter devotees! It's time to box up those lesser-generation console machines and step up to the big leagues, with what is possibly the closest home translation of one of the most popular arcade games of all time. The talented programmers and producers at Gametek and Eurocom have been hard at work converting a pixel for pixel version of "Street Fighter II Turbo" for your PC/CD-ROM-and what a conversion it is!

Before getting into the actual review of the game, allow me to provide a little background history on what is possibly the highest grissing video game ever created. Capcom's original "Street Fighter" came out in the arcades sometime during the mid-eighties and generated some excitement. But it wasn't until a few years later, with the release of the sequel, "Street Fighter II", that the "fighting craze" took off. Just like "Pac-Man" years earlier, Street Fighter II set a precedent, paving the way for a new type of game that really hadn't been done before. Soon enough, Street Fighter II had a huge following

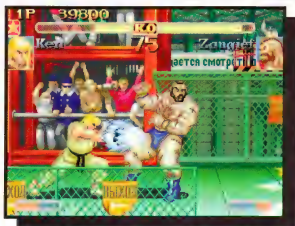


in the arcades, and it seemed like every other company was jumping on the bandwagon with their own one-on-one fighters. Only a few have shared the same level of success as the Street Fighter series-limited to Midway's carnage-filled "Mortal Kombat" and Sega's polygon-esque "Virtua Fighter" but, to me, Street Fighter II is still the most fun and challenging, and it's the one I go back to and play, time and time again. What makes this game so popular and gives it the ability to capture the hard earned dollars of the gaming public? It's hard to put an exact finger on it, but I'll give it a shot. First and foremost is the basic element of competition. The thrill of fighting another opponent one-on-one is a blast. There's nothing more satisfying than filling the need to compete with, and ultimately kick your friend's butt (or ex-friend depending on if he or she is a sore loser). This element is found in almost every game (video or not) in society today, from checkers to hoop. Street Fighter II capitalizes on this, but doesn't stop there. Thrown in is the elusive combination of graphics, gameplay and sound that most game programmers would hock their girlfriend (or



# PC Revolution





boyfriend) to achieve. With all this in mind, duplicating the essence of the arcade experience onto a PC is not an easy task. In fact, all of us that have been playing PC games for some time now will remember the disastrous *Street Fighter II* that originally came out on disk a few years back. This one missed the mark by miles, with incredibly bad control and a terrible frame rate. Playing this game was an exercise in frustration and added to the myth that true arcade-style games just weren't possible on the PC platform. Gametek is out to prove everyone wrong with *Street Fighter II Turbo* and, by all accounts, they've more than succeeded.

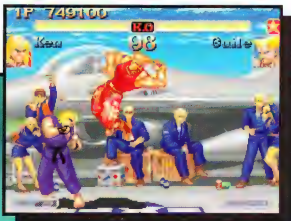
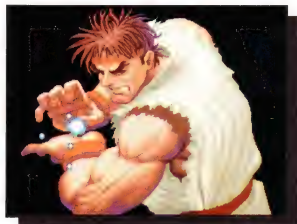
Let me start off by saying that *Street Fighter II Turbo* is pure, unadulterated fun. Some of our older readers who enjoy only certain types of games might pass this one over but, believe me, after just a few rounds of playing, you'll be hooked. This PC version looks and plays identical to the arcade, even topping the critically acclaimed 3DO version. There are a total of sixteen different fighters to choose from, each having their own set of attributes and special moves they can perform in addition to the standard punches and kicks. There is also a special "super move" you can perform by charging a meter located near the bottom of the screen...by continually executing your special moves. Once charged, it will flash "super" and, when pulled off correctly, will devastate your opponent. There are three different speed settings to choose from and you can play against the computer, or an opponent of the human variety.

One of the key elements that is so important, for this type of game, is the control. All of the special moves are pulled off by doing certain pad and button combinations that take some time to learn and get used to. In the arcade, there are six different buttons—three kicks, ranging



from light (short) to hard (roundhouse), and three punches, again from light (jab) to hard (fierce). In the essence of bringing a true arcade experience to your PC, Gametek has generously packaged the game with a true six-button arcade pad (similar to a Gravis, but with two extra buttons on top) that works extremely well. Every move is executed without a hitch and, in no time, you'll be performing "ha-do-kens" with the best of them. This wouldn't be a complete review without mentioning the incredible music. Each different location has its own signature soundtrack that has been arranged specifically for CD and all that's missing is the trademarked "Q-Sound" that is incorporated into the coin-op.

To sum things up, Gametek and Eurocom have done an incredible job of reproducing the arcade experience. *Street Fighter II Turbo* has turned out to be an outstanding conversion. The programmers at Eurocom have seemingly pulled off the impossible by converting such a faithful arcade translation and, with the inclusion of a six-button arcade pad, have brought the coin-op right into your home. If you are to own only one game of this kind, *Street Fighter II Turbo* should be the one.



3

SF II Turbo has turned out to be an outstanding conversion. The programmers have seemingly pulled off the impossible by converting such a faithful arcade translation and, with the inclusion of a six-button arcade pad, have brought the coin-op right into your home. If you are to own only one game of this kind, *Street Fighter II Turbo* should be it.

95%



# FOR THE JEWELS YOU MUST SEARCH

AND ON THE WAY, YOU MUST NOT SLEEP. by Tim Lindquist



"Jewels of the Oracle" is not your typical game. There are no enemies to kill and no clock to beat. The only real objective is to entertain yourself by solving a series of puzzles, but you don't have to do them in any particular order. If you like, you can leave a puzzle at any time and come back later. However, in order to "reach greatness" you must solve all of the puzzles.

Jewels of the Oracle has an interface that works much like that found in "Myst". You are presented with a static screen and you control your movements and actions with a pointer which, in this case, is shaped like a small, golden triangle. When you move your pointer over something that you can manipulate, or in a direction that you can move, the tip of the triangle turns green. Unlike Myst, when you travel from screen to screen, instead of the next screen just being loaded and displayed, you get a full-motion animation of moving from place to place. This extra touch really helps you believe that you are truly walking around within a real environment.



At the beginning of the game, you'll find a huge jewel that, when you click on it, begins spinning and flings jewels in every direction. You'll then meet the Oracle, who tells you in pigeon English that, among other things, you must "seek the jewels of inward light". The jewels are scattered throughout the ancient complex and it's your task to retrieve them. Each time you solve a puzzle, you will be rewarded with a Jewel, which you must return to the altar. The main hub of the complex contains a fountain. If you

## JEWELS OF THE ORACLE

Publisher:

**DISCIS ENTERTAINMENT**

P.O. Box #66, Buffalo, NY 14223-0066

416-250-6537

Developer:

**ELOI**

Design team:

**Courtland Shakespeare: Director**

**Paul Chato: Producer**

**Russell Lowke: Lead Programmer**

**Janey Taylor: 3D Design & Models**

**Steven Sauvé: Music & Sound**

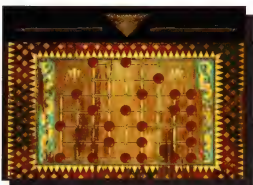
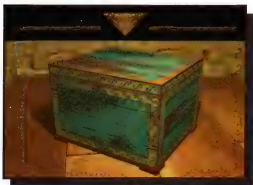
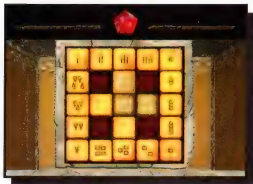
click on one of the bricks that makes up the sides of the fountain, a holographic image of a puzzle is displayed in the water of the fountain. If you then click on the water, you will be transported to the location of that puzzle. Once you solve the puzzle (or, if you decide to forfeit the puzzle, you can take the Jewel immediately), you can then go back through a doorway to the fountain, and place the jewel in one of the stones on the wall, in back of the altar.

Most of the puzzles are extremely difficult and the solutions are not obvious. You can get cryptic hints from the Oracle if you click on it, but they're usually only related to the mechanics of the puzzle. There are a few puzzles that you will be familiar with, like the one that most resembles the puzzle that came pre-installed in the Apple menu, with pre-system 7.5 Macintoshes, but most of the



# Virtual Mac





puzzles are originals. Based on the two days I've spent with this game, I would estimate that it would take me at least six months to figure out how to solve all of these puzzles. Some of the puzzles defy all logic. For example, there's one puzzle featuring an array of items, including a brush, a comb, a hammer, a chisel, a bracelet, a statue, a dagger, a scythe, a chest, a table, a stone bowl and a bowl & pestle. You are supposed to remove them in the correct pairs. The puzzling part is which pairs to remove? I couldn't get any reasonable combination of items to work. The order I listed them in is the order I would guess to be the logical choice...no such luck. I tried every variation I could think of and concluded that the solution was based on some sort of alien logic, or there was a bug in the game. A bug would not surprise me one bit, since I did get a few "alert" boxes telling me about script errors (obviously not part of the game) in what is supposed to be a finished, boxed-copy product. This certainly didn't boost my faith in the program's logic.

It's difficult to guess what market this game is aimed at. It's not hard-core gamers, because most gamers turn their collective noses up at straight puzzle games, and it's not for "Joe Novice, accidental gamer", because you've got to be a brainiac to solve these puzzles. I don't get a kick out of blowing my own horn, but I'm no dummy. Being the production director as well a writer, I have to deal with plenty of problem solving in my daily life, but most of these puzzles are way over my head. I've got to believe that only a small percentage of the population is smart enough to figure out how the heck to solve most of these puzzles. So it's obviously not aimed at the mass market. So who does that leave? Perhaps they're trying to entice the "board game" crowd (or should I say bored?) into buying a computer game and threw in some new-age scenery and animation to try to get them hooked. What the game is not is another Myst, where the puzzles are much more related to the environment itself, instead of dull board games, hidden in wooden chests, in dusty hallways. If you're looking for another magical Myst experience, look elsewhere.



# 3

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# 65%



# FLASH BACK TO A GENTLER TIME

WHEN POLYGONS WEREN'T SHADED AND WE LIKED IT THAT WAY! by Tim Lindquist



Welcome "Flashback" to your Macintosh. If you've never played Flashback on one of the many other systems it is currently available for, then you're in for quite a treat. Flashback first debuted on the Sega Genesis, following in the footsteps of mega-hits like "Out of this World" and "Prince of Persia", taking the best parts of both these titles and combining them to make an action platform game unmatched on the Macintosh.

Flashback uses smooth Roto-scoped animation on both the main character and the enemies, which gives them an unbelievably life-like look. Their movements when running and jumping are so smooth, you'd think these were live actors instead of the simple sprites that they are. The marriage of the control to the animation of your character is perfect, the response to your commands is instantaneous. But wait, that's not all. For the low, low price of \$49.95, you also get a detailed and interesting storyline that keeps you on the edge of your seat, sweating in anticipation of what's next.

The game starts out with a cinematic of a dramatic escape scene where your character ends up being shot down over an unknown planet. When you come-to, you find yourself in a steamy jungle with no memory of what has happened or what you're supposed to do. The only inhabitants are hostile robots and robed gunmen, all of whom are more likely to help you into a shallow grave than help you on your journey.



## FLASHBACK

Publisher:

**MACPLAY**

17922 Fitch Ave., Irvine, CA 92714  
1-800-462-2752

Developer:

**PRESAGE SOFTWARE**

Design team:

**Scott Shumway: Programmer**

**Mike Kennedy: Graphics**

**Dan Barry: Graphics**

**Paul Cuisset: Level Design**

**Paul Gorman: Music**

During your exploration, you will eventually meet a man who tells you to sit in his chair, which restores your memories. Apparently, you downloaded your memories into a storage cube, so that if you were caught, nobody could find out that you've discovered a terrible secret. Alien beings have been covertly taking human form and walk among us in an

## The Hint Box

### CHEATS

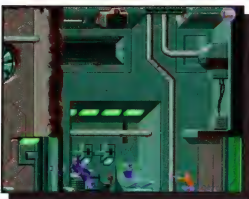
During game play press **CMD-SPACE**. This will bring up the menu bar where you can turn invincibility on/off, full speed mode on/off, and save the game at any point.

### PASSWORDS

<b>Level 1</b>	CURIOUS
<b>Level 2</b>	IMPACT
<b>Level 3</b>	LETHAL
<b>Level 4</b>	PERSIST
<b>Level 5</b>	MORTAL
<b>Level 6</b>	VERDICT
<b>Level 7</b>	KNIGHT
<b>Ending</b>	OPAQUE

# Virtual Mac



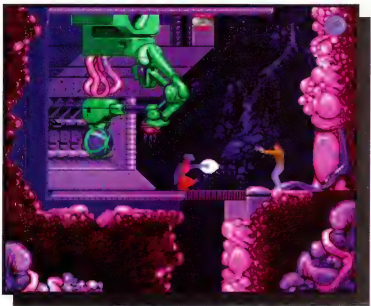


effort to take over mankind. You must find a way to get off this planet before you are recaptured and subjected to inhuman tortures. But how are you supposed to get off the planet, when you're as penniless as you are clueless?! Why, take on odd jobs, of course! You make your way to the city, where you visit the administration center to apply for a work permit, so that you can earn enough money to buy passage off the planet. That would be easy enough, if the aliens didn't already know that you had discovered their secret. They will stop at nothing to keep you from revealing their plans.

Delphine Software, the original creators of the game, are to be commended for spending the time and effort to produced such a well-rounded action/platform game, and MacPlay/Presage should be congratulated for bringing it to the Macintosh in such good form. The animation is smoother, the graphic detail is higher, and it's more than full screen on a standard 14" monitor. My only complaint is that they didn't make Flashback for the Mac sooner. It seems like its been out on all the other systems for eons so, if you've got any gamer blood in you at all, you've probably already played it. However, games like this simply don't get made for the Mac, and I can't say it enough times, go out and buy this game anyway so publishers like MacPlay will keep bringing great games to the Mac.



Mac OS



It seems like its been out on all the other systems for eons so, if you've got any gamer blood in you at all, you've probably already played it. However, games like this simply don't get made for the Mac, and I can't say it enough times, go out and buy this game anyway so publishers like MacPlay will keep bringing great games to the Mac.

82%



**GEX**

Publisher:

**CRYSTAL DYNAMICS**87 Encina Ave., Palo Alto, CA 94301  
415-473-3434

Developer:

**CRYSTAL DYNAMICS**

Design team:

Lyle Hall: *Producer*Mira Ross: *Lead Artist*Greg Tarvaes: *Programmer*Steve Kongsle: *Gex Character  
Design & Animation*

# LEAPIN' LIZARD!

ACTION/PLATFORM GAMING FINALLY COMES TO THE 3DO! by Gregory Off

The 3DO has a strong library of software currently available with some truly exceptional games. Almost every category has been covered from sports, with Madden Football, Fifa Soccer, and Slam 'N' Jam 95 (which is reviewed in this month's Dimension Sports), to racing, with Need for Speed and Road Rash. There are shooters like Total Eclipse and Shockwave, one-on-one fighters such as Street Fighter II, Samurai Shodown and Way of the Warrior, as well as first person shooters like Monster Manor and the upcoming releases of Doom, Doom II, and Killing Time. Plus, there is a slew of educational and multimedia softs. Hell... there's even everybody's closet favorite, SuperModels go Wild! But up until now, there has been one genre sorely lacking any games, let alone good ones...Action/Platform. With the exception of Soccer Kid, the Action/Platform category has been as dry as the Mojave in the middle of July. Crystal Dynamics is about to change all that with Gex. Like Mario for Nintendo and Sonic with Sega, Crystal is hoping Gex will stick as 3DO's new mascot. If there is any one company who should have the right to create such a character, Crystal is it.

Crystal Dynamics has been on the forefront of 3DO software since its inception. In fact, their first game, Crash 'N Burn, was the initial pack-in with the system's release back in October of '93. From the beginning, Crystal has produced nothing but the highest quality software, paving the way for others to follow, and Gex is definitely no exception.

What's a Gex? Well, he's a cool, little multi-colored gecko with a big attitude whose favorite pastime is watching the tube and snacking on flies. In a perfect world, this would be any gecko's dream,



but like Yin and Yang, Heaven and Hell, or Siskel and Ebert, you can't have the good without the bad. Enter Rez, a nasty looking bug who rules the Media Dimension. Rez has decided to make some trouble for our little lizard and has abruptly removed him from his comfortable dwelling and exiled him to a twisted place where cheesy '70's television shows and movies go to retire. The only means of escape is to locate remote controls stashed somewhere in the levels and beam your way to freedom. This would be an easy task if it wasn't for the cast of freaky television rejects and the numerous traps and pitfalls set up to hinder your escape. Lucky for you Gex has a handy-dandy tail that doubles as his main weapon as well as a sticky tongue and a cast iron stomach that can digest a wide variety of elements via floating icons like fire, ice, and electricity. These lip-smacking items can then be belched out as a weapon with satisfying results. You know what they say, it tastes better the second time around.

One of the key selling points of Gex is the comedic voice talent of Dana Gould, well known for his own comedy special on HBO. Through a bevy of wisecracks and one-liners, Gex provides



# THE



# ZONE





# TO CREATE THE ULTIMATE STAR WARS EXPERIENCE WE HAD TO SET OUR SIGHTS A LITTLE HIGHER.

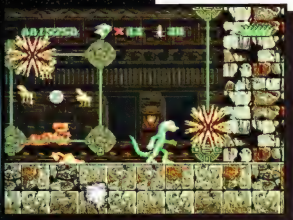
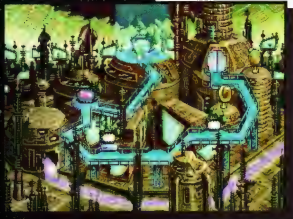
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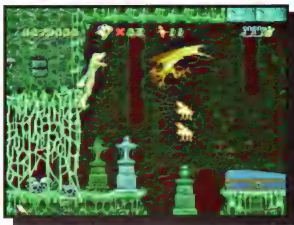
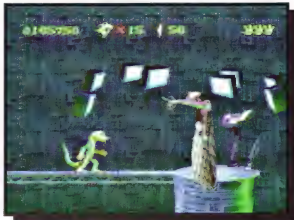


incessant campy comic relief. I have to admit, although funny the first few times, hearing the same jokes over and over gets a little, how should I say...annoying. The good thing though is that Gex literally has a million of 'em and the friendly folks at Crystal Dynamics have generously included the option to toggle the voice off and on. Thank You.

Gex himself is a graphic masterpiece and a joy to control. Modeled in 3D and then rendered in Silicon Graphics, Gex is reminiscent of Donkey Kong Country. This is where one of my few small complaints lies. Although Gex is 100% Silicon Graphics, the rest of the enemies are not, leaving an unbalanced feel to the game. But this is just nit-picking more than anything else and the background graphics make up for this, which are all beautifully hand-rendered and photorealistic. Another noteworthy point is that Gex is comprised of over 450 frames of animation, giving him incredibly fluid movement and controllability.

There are many play mechanics involved, besides the standard run and jump. He can attach himself to walls and ceilings with his sticky suction cup claws. This allows him to maneuver into some pretty tight places and collect all sorts of hidden bonuses and one-ups. Not only can Gex scurry up walls, but he can also attach himself onto

them. What I mean by this is, that in certain instances, Gex can attach to the background wall and avoid unnecessary dangers. As stated above, Gex's tail comes in very handy. With a quick thrash, he can take out most enemies or use it as a springboard for conking 'em on the head and reaching new heights. Like Super Mario Bros. on the Super NES, tips and clues on controlling Gex and various other elements of gameplay are given in the form of question mark icons placed in key locations throughout the game. Just give one a swack with your tail and a little helpful text box appears with all the info you need - talk about user-friendly.



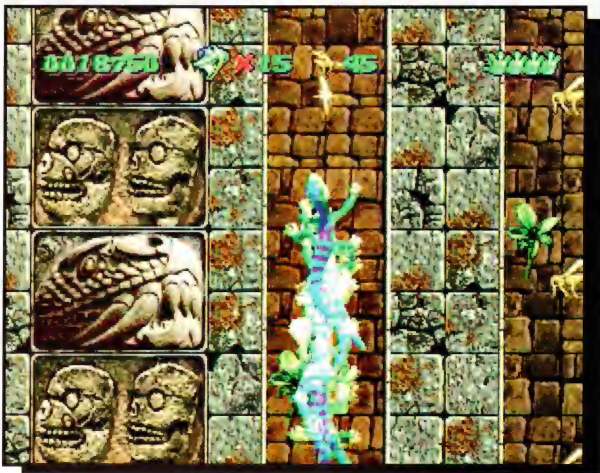
# THE ZONE







The levels are cleverly laid out and very diversified. First, there's the spooky Cemetery filled with creatures of the night and chainsaw carrying maniacs. Here you'll have to worry about deathly slime and skull spewing tree trunks. From the Cemetery it's onto New Toonland with goofy cartoonish enemies and the occasional falling safe or anvil. In this level, you'll (literally) get a crash course on rocket riding if you want to succeed. Next you'll travel to the Jungle Isle where pinrhana infested waters and an amazon pyramid await your exploration. From there we progress to Kung Fuville



where all that's missing is bad dialog and cheesy voice-overs. Be sure to tread carefully in this level as there are numerous collapsing platforms that will drop you into bubbling lava if you're not nimble enough. This level probably presents the hardest boss of the whole game and will take more than just a few of your lives. The last and certainly hardest level is Rez's Lair. This level will separate the Yellow-bellies from the gila monsters and should challenge even the most seasoned gamers.

Gex, to me, is like the icing on the cake for 3DO owners or if you're the proud owner of a PC and a 3DO Blaster. Gex combines the right elements of play mechanics, nicely rendered graphics, humorous dialog, hours of game play and plenty of variety between levels. The end result is nothing short of a great solid Action/Platform game that fills a serious hole in the 3DO library. Gex is the type of game that has long lasting appeal and will surely be the beginning of a long line of sequels. Crystal Dynamics has another hit on their hands and deserve a pat on the back for continuing to strive for gaming excellence. If you are looking to invest some cash with a no risk return, this would be the game.



# 3

Gex, to me, is like the icing on the cake for 3DO owners or if you're the proud owner of a PC and a 3DO Blaster... Crystal Dynamics has another hit on their hands and deserve a pat on the back for continuing to strive for gaming excellence. If you are looking to invest some cash with a no risk return, this would be the game.

# 88%



## QUARANTINE

Publisher:

**GAMETEK**

2999 NE 191st St, Ste 500, Aventura, FL 33180  
305-935-3995

Developer:

**IMAGEXCEL**

Design team:

**Rod Humble: Producer**

**Greg Bick: Team Member**

**Andy Brownbill: Team Member**

**Kevin Hoare: Team Member**

**Ray Larabee: Team Member**

# YOUR 3DO IS NOW QUARANTINED

LEAVE IT ALONE FOR ABOUT 21 DAYS AND IT SHOULD RECOVER. by David Jon Winding

### The publisher's story is as follows...

2022 Kemo City is the jewel of the west and the hovercar capital of the world. A prosperous city on the east coast of the United States. Like any metropolis, Kemo City has a growing crime problem. In Kemo, however, crime has become so widespread that law enforcement would be both futile and extremely expensive. Talks begin about possible solutions.

2026 Kemo City's crime problem reaches epidemic proportions. The economy slows to a near halt, while crime and black market trading become the only sources of income for Kemo's impoverished inhabitants.

2029 Enter Omnicorp. This Mega corporation has big plans for Kemo, claiming they can clean up the city and its crime problem. The project is code named "Q".

2030 Construction of a 5 meter thick, 10 meter high wall, composed of plasticized concrete and steel, begins. Inhabitants are told that the wall is merely a "defensive measure" and that passage in and out of Kemo will be freely granted.

2031 The wall around Kemo nears completion. A few of the lucky inhabitants manage to escape as panic begins to engulf Kemo City.

2032 June 3. The wall is completed and the only exit has been sealed shut. Project 'Quarantine' is now fully functional and Kemo has become a prison city. Along with isolating the current violent population, Kemo will also serve as a prison for any other violent criminals.

2043 Omnicorp decides to test 'Hydergine 344' on the current population, a neurodrug reported to eliminate 'criminal thoughts' in patients. Hydergine 344 is introduced into Quarantine's water supply.

2045 Unknown to the designers of Hydergine 344, Kemo's water supply has an abnormally high bacterial and viral content, which reacts with Hydergine 344, forming a psychoreactive virus. The virus causes synaptic breakdown, the main symptoms being violent, psychopathic tendencies. About half of the prisoners have become crazed, violent killer lunatics intent on killing anyone who is not a crazed violent killer lunatic.

2047 The virus is spreading.

I enjoyed this game on PC/CD-ROM... I do not enjoy it on the 3DO. The idea is strong; create an "Escape from New York" style first person environment, put the player in control of a fully armed taxi, and let him loose on the streets of Quarantine (formerly Kemo City). Let him decide who he wants to pick-up and deliver (for a hefty chunk of change), and who he wants to mow down. Violent? Yes, but the basics of a good game idea. The goal is high speed shooting action a la "Doom", etc. but "Quarantine" never gets out of first gear. On PC/CD-ROM, the first person environment was colorful, varied and detailed. The CD soundtrack was unique and added to the overall feeling of gloom and depression that was central to the game's theme. Sadly, only the music remains at a decent level of quality in the 3DO version.

The 3D environment is horrible. It is flat, lifeless and the frame rate leaves a lot to be desired. It becomes that much more annoying when you look at other, successful 3D product like "Monster Manor" and "Space Hulk". 3DO owners have come to expect the best in terms



# THE 3DO ZONE





of this type of play environment. Quarantine can't even come close. Furthermore, the game play suffers because of the poor environment. People, mines, enemies and vehicles don't move smoothly toward you. Instead, they sort of leap at you and the resolution on the characters is very rough. Compare this to the screen shots of Space Hulk in "Next Dimension" and you'll see what I mean. And it's not like this loss of detail, color and resolution has any positive side effect-like an increased frame rate. The game just kind of chunks along and the overall impression that you get while playing Quarantine is of a good idea that went horribly awry. Imagexel and Gametek started with a solid product on PC, but something went terribly wrong on the way to the 3DO.

Quarantine is retailing for less than forty bucks right out of the gate. It's not worth that much. 3DO owners are beginning to have a choice when it comes to quality entertainment software and Quarantine doesn't fill the bill. If you're desperate for a new 'fix' for your 3DO addiction, then give it a quick rental... the price is just about right.



# 3

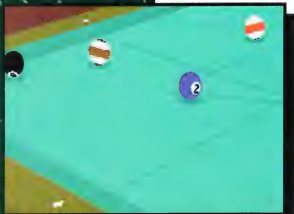
Quarantine is retailing for less than forty bucks right out of the gate. It's not worth that much. 3DO owners are beginning to have a choice when it comes to quality entertainment software and Quarantine doesn't fill the bill. If you're desperate for a new 'fix' for your 3DO addiction, then give it a quick rental... the price is just about right.

# 42%



# CALIFORNIA SLIM MEETS HIS MATCH

INTERPLAY PRODUCES THE REAL THING. by Eric Winding



Hey all you pool hall junkies, gather 'round, and check out yet another reason why not to leave the comforts of your computer workstation. Interplay is set to release its highly anticipated "Virtual Pool" for PC/CD-ROM. While other billiards titles have been released, there have been none to offer the true 3D quality shown in Interplay's title. Thanks to the ingenious scaling and rotation, Virtual Pool will have you coming back for more or, quite possibly, never leaving!

I can see your mouths forming the words "What's the big deal?" and to that I reply, "look at the pictures!" Have you noticed the very different PERSPECTIVES? The one with the cue ball the size of the entire screen? Or how about the photo that makes you feel like you're laying on the felt? And what about the overhead view-the one that looks like it was taken from a spy satellite? The upside down shot? No, that's not a publishing gaffe, but rather just another way of manipulating the perspective to meet whatever twisted view you may deem necessary to help you beat Dead Eye Dan. All of these views, and many, many, many, more are pos-

## VIRTUAL POOL PC/CD-ROM

Publisher:

**INTERPLAY**

17922 Fitch Ave., Irvine, CA 92714  
714-563-6655

Ali Atabec: Producer

Paul Kelnner: Line Producer

Developer:

**CELERIS, INC.**

Design team:

Steve Chaplin: Production Manager

Lee Morgenstern: Lead Programmer

Matt Soares: Programmer

sible. In fact, if I didn't know any better (and I don't), I would guess that the creative possibilities are endless. When I first booted-up Virtual Pool, I spent a great deal of time twisting, turning, flipping, zooming in and out, and rotating the pool table so much that I was nearly overcome with motion sickness. I haven't felt like that since that last episode on the Teacup ride! Chief Dave can relate to this, fer sure! Anyway, by now you should be convinced of the incredible power of the engine, but you may be wondering how this power translates into better gameplay. Good point, so listen up!

Pool is a game of angles and the more angles you can choose from when selecting your shot, the better prepared you will be to make that shot. Well, if your selection possibilities are infinite, the only thing keeping you from becoming the next California Slim is your ability to comprehend the chosen angle. That's right, flunkies, Geometry has now come back to haunt



# Dimension Sports

COVERING THE WORLD OF SPORTS GAMING

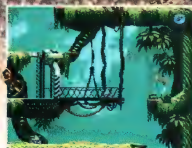
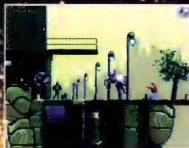


# IT'S GONNA RIP YOU RIGHT OUT OF YOUR COMFY LITTLE CENT- URY AND HURL YOU SMACK INTO A TIME AND PLACE THAT'LL HAVE YOU BEGGING FOR A NAP.



THE AWARD WINNING TITLE HAS NEW CINEMAS, NEW CD SOUND, AND NEW GRAPHICS. SEVEN LEVELS AND FIVE PLANETS. ONE AGENT. AND YOU. HEAVEN HELP US ALL.

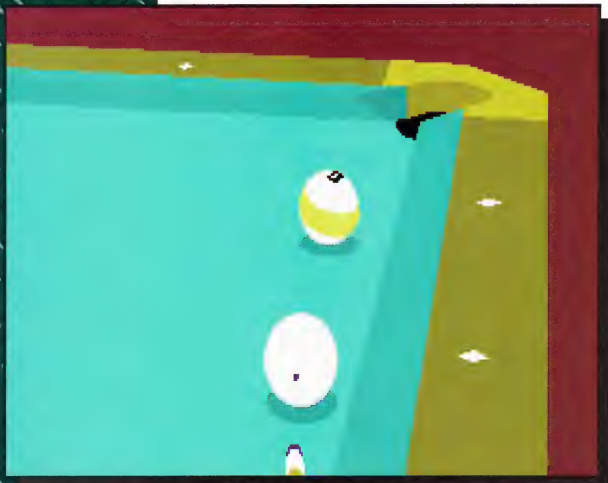
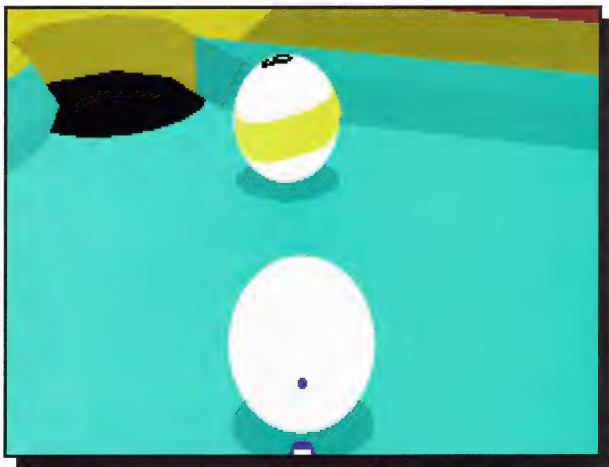
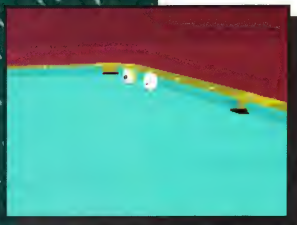
This is truly the most explosive Flashback experience. You're Conrad B. Hart, Galaxis Bureau of Investigation Agent. And right now you're stranded on a far-away planet after discovering an alien plot to overtake Earth. You must travel, and find your way through four planets back to Earth and foil the aliens' sinister and deadly plans. Good luck (you'll need it).



**Available for: PC CD-ROM, Jaguar™ and 3DO™.**

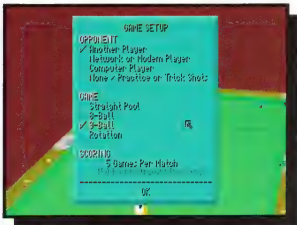
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**WARNING: THIS OFFER NOT FOR THE HEARING IMPAIRED!** Inside every CD-ROM version of Flashback, get a bonus CD featuring two of the latest tracks from Orange 9mm's Debut Album, "Driver Not Included" on EastWest/EEG CD's and cassettes.



you. You thought you could just sleep right through your sophomore Geometry class and, in the big picture of things, it wouldn't have much of an effect on your life. Oh, how wrong you were. A very rude awakening awaits you. Quite right.

However, for those of you in search of the perfect angle and not knowing anyone smarter than yourself, Interplay offers the 'T' key. Remember this key? It's the one between the 'R' and 'Y' keys. In Virtual Pool lingo, it stands for "trace". After having succumbed to pressing the 'T' key, you will be offered a tracing that shows where all the balls affected by your shot



# Dimension Sports

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will travel. That's right, a virtual cheat sheet. I know you can imagine the possibilities, but keep in mind that this makes for a better learning tool than an actual, full time, game option.

So what's your game? You like 8-ball or 9-ball? How about a game of rotation or, more simply, straight pool (ya know, stripes and solids). All of these versions of billiards are possible against either a human or computer opponent. There are half a dozen computer opponents varying in skill, with Dead Eye Dan living up to his billing. If you miss a shot against him, you can pretty much call it quits, as the man is a shot making machine. Virtual Pool does support both network and modem play, so be sure to call your arch rival in Minnesota and rack 'em up!



Let's talk about control for a minute, shall we? In real pool halls, control begins with the person who gets first crack at the cue stick rack, right? Mentally, you're already in the hole because your opponent got to select the best weapon and you are left wondering if the toothpick in your hands will be able to do the job. Well, no worries here with Virtual Pool because your mouse and keyboard work in perfect harmony to give you the feel of the finest cue stick ever made. After aligning your shot, you simply hold down the 'S' key, pull back on the mouse, and thrust the mouse forward to send the balls flying! The feeling is incredible—almost as fluid as the real thing! It is nearly indescribable, so you'll just have to get down to a software dealer and test it out for yourself. The feel of control doesn't end here as, once the cue ball makes contact with the stripes and solids, the physics of the balls are astounding. Simply put, it's the real deal. The balls move and ricochet with such precision and accuracy that, if the shot doesn't turn out how you expected, the only one to blame is the guy holding the stick! No more "if that happened in real life, it would have been good" baloney, because this IS real life! If there are to be any complaints with Virtual Pool, it would be with the simplistic tunes. I'm not sure

how many different tracks are included, but they all sound as if they were generated from a music program created for the C-64. For me, this isn't much of a problem as I tend to turn off the music in most games anyway. However, if you require musical accompaniment while playing, I suggest you take out the CD-ROM and put in a CD from Genesis or 10,000 Maniacs. It works for California Slim!

All in all, Virtual Pool is a prime example of how to put a fresh look on a familiar face, rather than create a "me too" title. It is a game without any competition in its genre, and a purchase that will continue to entertain, amuse and amaze for many, many moons. Interplay put in the extra effort to deliver the gaming public an instant classic—a game with an endless shelf life. For me, Virtual Pool plugs a hole in my gaming library that I didn't know existed... until now! If you enjoy the game of pool at all, this title is a required purchase. If you don't, Virtual Pool may actually convert you over to the grand ol' game. With its unbelievably accurate play mechanics, pin-point physical model, and fantastic 3D environment, it is a game for all players. In closing, I leave you with the immortal words of Pebbles Flintstone... "Shoot pool".

# DIMENSION-3 EXCLUSIVE

# THEY BE SLAMMIN' & JAMMIN'

CRYSTAL DYNAMICS HAS THE STUFF IN SLAM & JAM '95. by David Jon Winding



In its short history, Crystal Dynamics has established itself as one of the premiere developers of advanced entertainment. Its pioneering 3DO titles range from "Crash & Burn" and "Total Eclipse", to "The Horde" and "Gex" (also reviewed in this issue). The company announced its intentions in regard to forming a sports marketing department during the third quarter of 1994. Although I have been impressed with the design talents of all of those within the walls of Crystal and the outside developers that they have relationships with, I must admit that their sports announcement was met with some trepidation on my part. They seem easy, but sports games are tough to pull off. The player knows the rules and how the game works. It's not like some outer space shoot 'em up where, more than likely, the player has not experienced space travel. With a sports title, you have to convince an already educated player that he is playing within a realistic environment...no easy sell! In addition, there are really only three quality publishing houses that produce sports games for the console world; Electronic Arts, Sega and Tecmo.

## SLAM & JAM 3DO

Publisher:

### CRYSTAL DYNAMICS

87 Encina Ave., Palo Alto, CA 94301

415-473-3434

Developer:

### LEFT FIELD PRODUCTIONS

Design team:

Bill Mitchell: Producer

Scott Steinberg: Prod. Manager

Mike Graham: Lead Programmer

John Brandwood: Programmer

Jeff Godfrey: Lead Artist

Let's just say that I was hopeful regarding Crystal's sports game future, but not sure of it.

In early December, I was invited to a media day at Crystal's offices in Palo Alto, CA. This is where I got my first glimpse of "Slam & Jam '95". At the time, it was in very, very early demo form, but the 3D engine that Left Field Productions had developed for the title was very impressive, reminiscent of Konami's "Run & Gun" arcade game. I began the process of becoming a believer.

We jump to March 27, 1995. It is the wee hours of a Saturday morning (2:37 am to be exact), and I have just finished my 23rd game of the season in this most incredible game of arcade basketball...I'm a believer, I'm a believer! The presentation in Slam & Jam is without peer in a sports title, besting even the incredible "John Madden Football" and "FIFA Soccer" for 3DO. It is a rare occurrence when you lose sight of a player on this photo-realistic, 3D basketball court; everything and everyone are in full view, at all times. The characters are huge, sometimes almost the size of the screen, and are drawn with a high degree of clarity. The game doesn't feature an NBA license (the only thing that keeps Slam & Jam from getting a near perfect score), but the players are so accurately depicted that you will have no trouble spotting the guys that represent your favorite team. Thanks to the power of 3DO, the game moves along quickly and smoothly, with details that I have been dreaming about for so long that it seems almost sur-

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realistic to finally be participating in an experience of this quality. The players all cast shadows on the floor AND have reflections deep into the hardwood. The scorer's table features revolving advertising, the crowd is animated and responsive, the backboards flex and depress under the weight of a seven footer hanging on the rim, and all of this while moving in true 3D. It's enough to send this ol' sports fanatic over the top!

In addition, Slam & Jam adds to its level of realism by tracking statistics over an 84 game season in seven different offensive and defensive categories (league leaders only, no individual/team statistics), and by offering players with truly unique attributes. I know that many sports games have made this claim in the past but, in Slam & Jam, these claims are backed up in a way that can be felt on the court. To that end, you have the option of making the game a simulation where fatigue plays a role in an individual player's performance, or going the arcade route where you throw your best five on the court and have at it.

The real story with regard to Slam & Jam, however, lies in the quality of the gameplay. Imagine the unique arcade fun of "NBA Jam" fine tuned to professional,

five-on-five NBA style action and that is what Slam & Jam offers. The player has complete control of throwing elbows, pump-faking, speed bursts, stealing, jamming, alley-oops, tip-jams and shot blocking—all executed in a seamless fashion with the 3DO's 3-button controller. The best of these are the alley-oops and the shot blocking. In executing an "oop", you need do nothing more than execute the pick-and-roll, then have the ball toward the rim. If no one picks the receiver up, it's jammin' time! If the defense does respond, however, you will be treated to some of the most incredible shot blocking ever to be executed in a basketball game. The player can actually chase down a guy going for the dunk and whack it off of the glass...very cool! If you do make it clean to the boards, you can even bring the glass shattering down to the hardwood. In short, the play mechanics are absolutely the best I've experienced in an arcade style basketball game...period. Combine the play experience with the graphic experience and you have a game that is truly at a new level.

I can't recommend Slam & Jam highly enough. 3DO sports fans will absolutely have to have this title. Even if you aren't normally into sports games, check it out. Slam & Jam will make you a believer, too.

The real story with regard to Slam & Jam, however, lies in the quality of the gameplay. Imagine the unique arcade fun of "NBA Jam" fine tuned to professional, five-on-five NBA style action, and that is what Slam & Jam offers... In short, the play mechanics are absolutely the best I've experienced in an arcade style basketball game... period.

95%



# WICKEDLY CHALLENGING

PANASONIC WALKS THE DEVIL'S COURSE. by Eric Winding

A golfer's paradise or a hacker's nightmare? That seems to be the paradox surrounding Panasonic's "Wicked 18" for the 3D0. In giving the gamer 18 of the most bizarre yet challenging holes ever created, T&E Soft (the developer) has taken golf to a completely different level (figuratively and literally).

I would presume that the approach T&E took when designing this game was to abandon all previously conceived ideas of how to tackle a golfing simulation. Sure, they had already delivered "Pebble Beach", "Wailae", and other single course games that were highly successful in the links market. But now it was time for a new theme, one that would contain the basic golf elements, yet bring new life and diversity into the genre. Enter Wicked 18. There are a few straight forward holes (i.e. something you may have seen before) but, for the most part, the individual holes are 100% nightmarish. We're talking a combination of Pebble Beach meets "Total Recall". The developers must have been coming down pretty hard, because I would tend to believe that anyone in a normal state of mind

**WICKED 18 3D0**  
Publisher:  
**PANASONIC**  
4701 Patrick Henry Dr., Ste 101, Santa Clara, CA 95054  
408-653-1888  
Developer:  
**T&E SOFT**  
Design team:  
Eija Yokoyama: Producer  
Kentaro Mishiaki: Director  
Hideaki Kazaoka: Lead Programmer  
Toyokazu Hattori: Visual Effects  
Katsuhisa Ota: 3D Modeling

would have had a difficult time coming up with the designs of these holes. How about four-tiered levels? Or a paper thin fairway with cliffs on either side that drop about a hundred feet? Let's not forget the green shaped like a question mark, with the dot of the question mark forming a lake sized water hazard! To paraphrase a popular commercial, "this ain't your father's golf course!" No kidding!

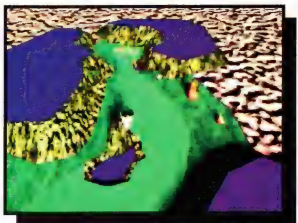
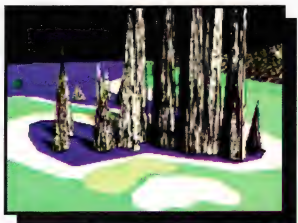
Okay, if you now realize that Wicked 18 isn't standard issue golf-ware, and that you can mentally accept this notion, then you can begin to try and actually beat the game. T&E challenges the gamer to take the approach that straight ahead shots may not be the best path to a lower handicap. The idea is to play with all the different shot possibilities, regardless of what the preconceived outcome may be. For instance, on one tee you may see that you have a choice of going left or right, with the middle being a large mountain. Logic would have the golfer opting



# Dimension Sports

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for the fairway on the left or right side, but in Wicked 18 you may want to aim for the mountains, and take your chances. For whatever reasons, following the course of seemingly poor judgment will often times land the player in a better position for the next shot. On one hole, a 540 yard par 5, I knocked my drive off the side of a mountain and ended up 60 yards from the pin! Of course, the screen showed that I was now lying four! No Lucy, I can not 'splain it, but it did happen. The way I see it, strange things occur when you play a strange game. But that's another angle, the point here being that the more devious the hole, the more creative you may have to be to insure a decent score.

The creative shot selection idea may be a different window of opportunity in the playability arena but, as far as play mechanics go, T&E did not stray from their usual ways. This may come as a relief to some, while others may find it a bit disparaging. There is the standard power bar, stance alignment, and ball angle, all to be considered prior to taking a shot. Also included is an overhead preview of each hole, where the narrator tells of the pitfalls and possible solutions to each of the hole layouts. A caddie will pick

a club for you although, regardless of the club being an iron or wood, he always grabs the wood. Even if you want to putt! Visually, this lack of detail leaves a lot to be desired! Why not go the complete distance and finish the thought? Since I'm complaining, now would be a good time to mention that the musical styles range from elevator to macabre. Of course, the ghoulish tunes do fit in with some of the holes, but the "easy listening" stuff is for a different set altogether, although I'm not sure for whom it would be appropriate! Anyway, I mentioned earlier, the difficulty in reaching some of the greens the old fashioned way, but take solace in the fact that putting is a cakewalk. Once you get down the strength meter, reading the greens is not a hindrance. I shouldn't see any three puts on any of your scorecards!

The design group at T&E have certainly delivered a unique perspective on the, until now, relatively staid application of a golfing simulation. Wicked 18 almost adds a new dimension in the golf realm, a sort of "Mutant League Golf" if you will. Now, I'm still a little unclear on the exact "raison d'être" of Wicked 18, but I am sure that it will catch the fancy of some golf purists and abstract gamers alike.

# 3

The design group at T&E have certainly delivered a unique perspective on the, until now, relatively staid application of a golfing simulation. Wicked 18 almost adds a new dimension in the golf realm, a sort of "Mutant League Golf" if you will... I am sure that it will catch the fancy of some golf purists and abstract gamers alike.

# 84%



# THE THRILL OF VICTORY...

RACING DOWNHILL WITH MINDSCAPE. by Eric Winding

Mindscape, the software publisher with over a decade of solid titles behind it, has recently released "Winter Sports" for the PC. The four floppy disks contain six different skiing events, along with an assortment of play options. Don't let the plain vanilla wrapping of the box fool you, because inside is a game that may win you over!

The six (although the back of the box says five) different events in Winter Sports are the Slalom, Giant Slalom, Downhill, Snowboard, Snowboard Slalom, and the Ski Jump. There are four different race courses, as well as a beginner, amateur, semi-pro and professional skill levels. You can practice any course and ski event, or challenge the computer opponents in a sort of skiing decathlon (hexalon?). There is also the option of racing against a single opponent (computer or other), but it gets quite tricky trying to follow the slope of the courses when there is another skier taking up much of the screen. As long as your opponent is sufficiently ahead of or behind you, then there won't be a problem—but if the two of you are neck-and-neck,

somebody's going to taste the agony of defeat! Actually, you'll probably both wipe out because, if one of you can't see where you're going, the other guy sure as heck can't, either. (There is also a four player mode, Pentium required, but we're talking major conflict of interest here!) Speaking of agony, this is where I become most vocal—the wipeouts are way too generic. Now, I'm aware that, if Mindscape had made too much of a production with the wrecks on the downhill events, precious seconds would be lost while your skier snowballed down the hill. However, there is simply no excuse for omitting some horrific face plants in the Ski Jump. The creative possibilities are infinite, and would have brought a greater joy to the gamer each time he/she had a bad takeoff.

By the way, the current record in this event is 172 meters—let me know how you do! In the Ski Jump event, it is possible to replay and view your aerial flight from any angle, a feature that helps to stimulate the intended 3D perspective. However, this option is not available in the other events. What you do get is a silky smooth skiing simulation that has to be seen (and played) to be believed. The feel of the speed is a rush, especially on course #4 when using the #4 skis. I recommend using the #3 skis and #2 snowboard. The #3 snowboard is too fast and not as controllable as the #2 and, when first learning, you will appreciate the greater control. Hit a mogul and you'll be airborne, with just a fraction of a second to regain control before you plow into a tree. The movement of the course is

## WINTER SPORTS PC/CD-ROM

Publisher:

**MINDSCAPE**

60 Leveroni Ct., Novato, CA 94949  
415-883-3000

Developer:

**MICROIDS**

Design team:

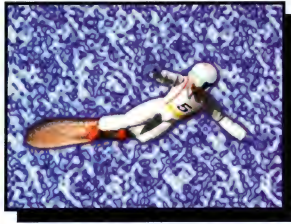
Steve Hutchins: *Producer*  
Elliot Grassiano: *Product Director*  
Jacques Quidu: *Lead Programmer*  
Thibaud De La Touanne: *Graphics*  
Claude Abromont: *Sound & Music*



# Dimension Sports

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so fast and furious that I found myself leaning side to side when doing the Giant Slalom and Snowboard Slalom runs-Fantastic! The crowd cheers and cow bells ring as you make your way through the courses. The sound effects are digitized straight from the slopes, although there is no groan from the skier after a wipeout!

I must admit that, when I first received Winter Sports, I looked at the box and then quickly put it on the bottom of my "games to review" pile. The pictures on the back of the box looked nice enough, but the packaging left me with a "blah" feeling. These days, every finished game that comes through the office has a

glossy, colorful, and vibrant cover, with excitement tattooed all over the front and back. They practically scream "Buy me!", or at least "Look at me!". Winter Sports has a plain white box with a picture of a real skier in a hideous looking racing outfit, along with a couple of plain yellow/green stickers that read "IBM disk" and "NEW". This box says to the consumer "I've actually been sitting on the store shelves for ten years and I only cost \$9.99".

Well, that's unfortunate, because Winter Sports is a highly enjoyable game, and one that I have grown particularly fond of. The games that always have lasting value, to me anyway, are the kind of games that have time limits. That's what makes racing games so great, because there will always be a "best time" to try to beat. Big bro' and I will be playing "Need for Speed" until our 3DO machines self-destruct, just to try to better the other's time! Winter Sports is essentially a racing game, and this competitive aspect is the heart and soul of the title. I will keep coming back to it months from now, just to see if I can beat my Slalom or Downhill times. Don't pass up this terrific title because of the plain paper bag box cover, you'll miss out on a refreshing and lasting experience.

3

Winter Sports is essentially a racing game, and this competitive aspect is the heart and soul of the title. I will keep coming back to it months from now, just to see if I can beat my Slalom or Downhill times. Don't pass up this terrific title because of the plain paper bag box cover, you'll miss out on a refreshing and lasting experience.

87%



**APACHE PC/CD-ROM**

Publisher:

**INTERACTIVE MAGIC**

P.O. Box 13491, Research Triangle Park, NC 27709  
919-461-0722

Developer:

**DIGITAL INTEGRATION**

# DO SOME OF THAT PILOT STUFF MAV!

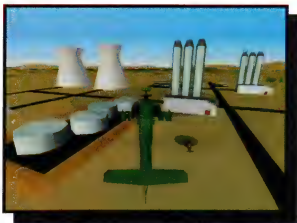
D-3's EXCLUSIVE PREVIEW OF APACHE! by LCDR Mark P. Winding USNR

Get ready all of you arm chair pilots (aviators in the Navy), "Apache" will soon be in a store near you. Interactive Magic is set to release its new helicopter flight simulator "Apache" sometime next month. If you're anything like me (some might think that scary), you've been waiting for this release with breathless anticipation (due to excessive G forces, no doubt).

Interactive Magic, The brain child of "Wild Bill" Stealey of Microprose fame, has introduced what promises to be the "state of the art" for flight simulator games. I was one of the lucky few to get early admission to the flight line, and although my stick time was limited, I had to change my flight suit when I was done.

Though my bird was not fully "fleet functional" at the time of this writing, the capabilities of this machine appear to be phenomenal.

The game is based on the McDonnell Douglas AH-64 Apache Longbow, The US Army's premier helicopter attack platform.

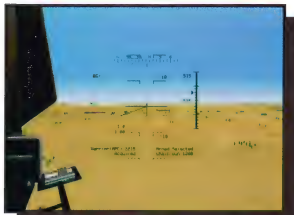


Apache is the first helicopter simulation game to use new 3D visual technology that creates unbelievable low altitude graphics. Added to this is SVGA screen resolution, with up to 800 x 600 with 256 colors. Apache is loaded with both pre-planned missions and campaigns that allow you single player training, up to multi-player scenarios. With a quick click on the launch



# CALL TO BATTLE

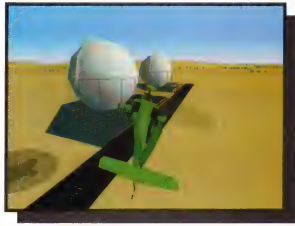




button, you are immediately put into the thick of it. Multiple views, from the cockpit and surrounding areas, add greatly to the overall authenticity, not to mention the sound, which immediately brought back memories of the first time I tried to outrun one of these birds in my river patrol boat (I lost).

Apache is being developed for Interactive Magic by the UK based firm Digital Integration, of award winning "Tornado" fame. Apache offers us armchair pilots/aviators state of the art detail at low altitude, with game play covering three real-world geographic areas in Central Europe, the Gulf and East Asia, bringing total coverage to almost 2 million square miles. True speed sensation promises to be one of the more unique characteristics of Apache, due to the developers extensive use of texture mapping and Gouraud shading techniques.

I am eagerly awaiting my next mission with Apache, as my initial flight was severely limited. If past performance is any indication of the future, Interactive Magic is set to hit its target with laser guided (smart bomb) accuracy. If Apache delivers even half of what's promised, the game will be one for the archives. Until then, I'll be standing by in "ready 5" waiting for my next turn on the flight line.



# DIMENSION-3 EXCLUSIVE

# BULLDOZING FOR FUN

"KIDS ON SITE" HAS CHILDREN DOING BIG WORK. by J. O'BRIEN

"Kids on Site" has its target audience down pat. Children, specifically boys ages 3-7, are going to be thoroughly entertained, even if only for a short while, by the goings-on in the construction "pit". Digital Pictures, masters of the FMV entertainment experience, have pieced together a four part mini-experience that has kids at the controls of some heavy machinery. They begin the experience by talking to Bertha, Dizzy and Nuts-sort of the 90's equivalents of the Three Stooges, who guide your child through the construction site. These workers really aren't interested in getting the job done, but more in having a good time doing it. Digital Pictures, the San Mateo based publisher and developer known primarily for its FMV entertainment titles for CD-ROM based gaming systems, is a new entry into the "edutainment" field. They may have found the best home for their product.

There are four different scenarios for your child to explore in Kids on Site, involving four different pieces of heavy equipment; the Excavator, Steamroller, Bulldozer and Wrecking Ball. The ultimate goal is to complete the required tasks for each of these pieces of equipment and

**KIDS ON SITE MAC**  
Publisher:  
**DIGITAL PICTURES**  
1825 S. Grant St., #900 San Mateo, CA 94402  
415-345-0445  
Developer:  
**DIGITAL PICTURES**  
Design team:  
Kevin Welsh: *Original Design*  
Dena Maheras: *Interactive Design*  
Greg Hale Jones: *Music*  
Richard Scorer: *Programmer*  
Chris Ekeberg: *Producer*

earn "merit" badges. After they have acquired all four badges, they will be able to push the plunger to destroy an old office building, thus ending its life span and the game. All four scenarios involve basic point-and-click activity, where your child chooses the direction that the vehicle, or part of the vehicle, will move in, and when to dump a load, or push a load, or swing the wrecking ball.

The Excavator (nicknamed "Eddie") segment requires that your child scoop up three shovel loads full of dirt, rotate the hoe arm around the construction site, and deposit them in the dump truck that Nuts is manning. The tasks are simple enough, but it is the slapstick sense of humor that will delight the kids. You see, they don't have to respond to this game linearly...they can go off on different tangents. At one point in this segment, the hoe arm swings over a group of workers on a coffee break. The child can click on the action button and...OOPS!...a payload of dirt falls on

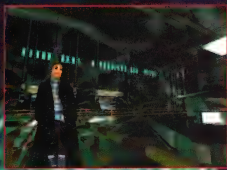




# Take A Deep Breath

As John Cole, Bounty Hunter, your next gig is to track down and apprehend a criminal madman. The trail leads to Wetlands, an ancient human colony now totally submerged under water.

Tracking the fugitive won't be easy—you'll need all of your smarts and combat skills just to survive. In Wetlands the action is fierce and the stakes high. If you don't succeed, the galaxy as you know it might never be the same.



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the workers. When depositing the third load, Nuts makes the mistake (he makes many of them in Kids on Site) of standing in the truck bed as the dirt falls...OOPS!...dirt on Nuts, Nuts buried in truck.

The Bulldozer (nicknamed "Billy") segment has the child pushing three sections of garbage off of one level of the site to the one below it. They must begin by navigating the bulldozer around the site before making the push at the end. Funny thing, though, Nuts decided to wax his car right behind the area where the kids are "dozing" and Dizzy decides, at the end, that he wants to take the controls...OOPS!...bulldozer into car hood, hood into dashboard.

The Steamroller (nicknamed "Melvin") segment has the kids passing over an area of fresh asphalt three times (this is one of the easier areas for younger children to negotiate), under the watchful eye and direction of Nuts. The problem is, Nuts doesn't quite get out of the way on time during that third pass and...OOPS!...Nuts is flat as a pancake.

The final segment involves "Ruby" the Wrecking Ball. The kids must work the ball around a more congested part of the site and destroy an electrical room (sounds like a great way to get a short

work day...or an even shorter career). The children I played this game with really loved this one. There is something very attractive to children in this age group in swinging big, heavy things into other big, heavy things. I'll leave the OOPS! part of this segment to your imagination...suffice it to say that it will "bow!" kids over.

After the four merit badges are awarded, the kids get to blow-up the building and it's on to the credits. In testing the product with my five year old, he was able to master the play mechanics fairly quickly, so it didn't take him much time at all to make it to the game's conclusion. On the other hand, he has been playing it over and over again for the past two weeks. So, the product, although simplistic in nature, does offer an extended play life cycle. Part of the reason for this is because of the product's great sense of humor. In the Steamroller segment, for example, the kids can roll over different fruit to splash juice at Dizzy, as he tries to catch it with his glass and have a drink. The other is that the game doesn't become monotonous for the child. Although, on the surface, Kids on Site may seem linear, the program is quite aware of the average child's tendency to stray from the task at hand. There are additional scenarios and comic situations built into each of the four areas of work. In the fruit squeezing scenario referenced above, the program allows for your child to keep coming back for more as he or she continues to squish grape, orange and banana juice into Dizzy's cup. On-screen help is available at all times, and the general play environment is set-up well.







If our review has you thinking about the violence level in the product, don't be concerned. The slapstick nature of the product insures that it is all good, clean fun and kids will react to these sequences as being silly rather than realistic. The "Three Stooges" analogy is a good one. The kids may belly laugh when Nuts gets steamrolled, but they are vividly aware that it isn't real and that it IS play time. The program may have them belly laughing and a little "hyped-up", but there is nothing in the software to be taken seriously. But, I would have liked to see a little more educational value in the product. It would have been easy for the developers to include some background information on the pieces of heavy equipment (on-screen) and possibly some video showing the equipment on actual work sites. Another word of warning is to read the user manual before putting your child in front of the screen. You will have to fiddle with your file extensions and possibly your CD-ROM cache to have Kids on Site running at peak performance levels.

These complaints aside, we believe that younger children will have a great time with Kids on Site. The sense of humor, construction site atmosphere and general zany-ness of the product will keep them entertained, laughing and have them coming back to it again and again...a great rainy day project. Digital Pictures is to be commended for establishing a good balance between the difficulty of the activities and the comic reward for the children playing it. Kids on Site certainly shows off the advantages of the FMV medium for this type of product... enjoy!

3



These complaints aside, we believe that younger children will have a great time with Kids on Site. The sense of humor, construction site atmosphere and general zany-ness of the product will keep them entertained, laughing and have them coming back to it again and again...a great rainy day project.

83%



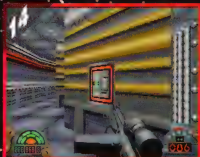
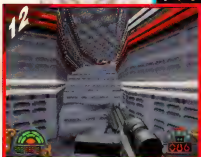
**LEVEL  
12****FUEL  
STATION**

Part two of our Dark Forces strategy guide focuses on the last three levels of the game; the "Fuel Station", "The Executor" and "The Dark Awakening". As good as the game has been to this point, it is even better at the upper levels. We hope our strategy guide has helped you in your struggle against the Imperial Forces, and that you ultimately emerge victorious. Stay tuned to future issues of Dimension-3 for more Dark Forces information. We expect to have the Macintosh version of Dark Forces in our July issue and will, of course, keep you up to date with any news involving sequels and future uses of the Jedi engine. (We are betting that an Indiana Jones first person adventure is in the works.)

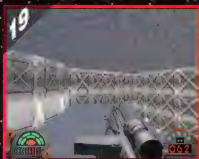
**STRATEGY SESSION**

Your objective in Level 12 is to get on board the Smuggler ship and hijack it.

- 1** From the landing area,
- 2** make your way to the hand-print key code to open the air-lock.
- 3** Take the elevator
- 4** in to this room.
- 5** Go down the stairs
- 6** to the arc shaped door.
- 7** Go through the circular corridor
- 8** to the wall opening that leads to the cafeteria.
- 9** Go in to the cafeteria
- 10** and kill the Imperial Officer to get the Blue Key.
- 11** Go to the automatic sliding door
- 12** and take these stairs
- 13** to the upper level.
- 14** Throw the switch
- 15** to move the rotating platform back to where you were standing.
- 16** Take the elevator down
- 17** to the compound.
- 18** Throw the switch, then run back to the elevator. Ride it up
- 19** and jump back on the platform as it is moving.
- 20** When the platform stops, cross and throw the switch, then move back on the platform and continue.
- 21** Do the same at the next stop.
- 22** Then cross the ramp at the final stop.

**LUCASARTS'****DARK FORCES****STRATEGY**  
SESSION  
Part 2





**23** Take the elevator up

**32** Find the Imperial Officer

**24** and go through the corridor,

**33** and shoot him to get the Yellow Key.

**25** and up the stairs.

**34** Go in to this room to secure the Smuggler ship

**26** Throw the switch to move the platform and go all the way back to the circular corridor shown in shot 7.

**35** and throw the switch to launch the ship.

**27** You can now go through the air-lock in the NW pod.

**28** Go up the stairs

**29** and in to the elevator.

**30** Take the elevator down to this corridor.

**31** Go through the doors to the white corridor.



# LEVEL 13 THE EXECUTOR



Your objective in Level 13 is to reach the cargo shuttle bay, activate the cargo shuttle system, and jump into the cargo ship and ride it to the Arc Hammer (Level 14), where your final battle will ensue.

- 1** You begin by walking to this door, and watching it blow open (it was wired.)
- 2** Take the elevator down
- 3** and work the platforms so that you can continue through the area.
- 4** Go through the corridor pictured here
- 5** and work your way through the platforms.
- 6** Make your way to this door, then throw the switch to open the door
- 7** and ride the platform up.
- 8** Go through the door
- 9** and take the elevator down,
- 10** to the Tie-Fighter landing and refueling bay.
- 11** Take the elevator up
- 12** and move through this corridor.
- 13** Take this elevator up
- 14** to this corridor,
- 15** and then take this elevator up.
- 16** Jump across these 4 platforms
- 17** to the door on the other side.
- 18** Go through this door
- 19** to the open area, where you will encounter a number of Dark Troopers.



LUCASARTS'

# DARK FORCES

# STRATEGY

SESSION 2  
Part 2





**20** Kill all of them to open this area.

**21** Throw the switch

**22** to begin moving the cargo shuttle bay into position.

**23** Go through this door

**24** and throw switch to continue moving cargo shuttle.

**25** Go through this door

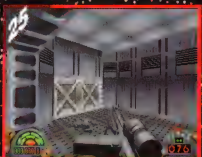
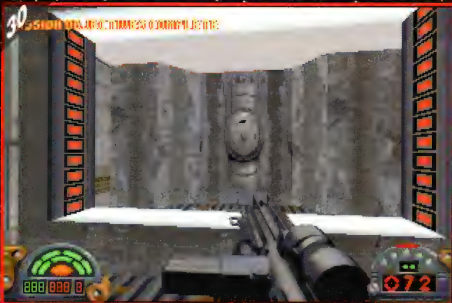
**26** and throw the left switch

**27** to rotate the shuttle.

**28** Then throw the right switch to move shuttle into final position.

**29** Open the last series of doors

**30** to prepare cargo container for launch.



# LEVEL 14

## THE DARK AWAKENING



Your objective in Level 14 is to set sequencer charges 1, 2 and 3, then get to the shuttle bay and escape with an Imperial shuttle. Sounds easy, but it is probably the longest level in the game.

**1** Jump up, open the door and kill the Storm Troopers.

**2** Take the elevator down

**3** and destroy the robotic arm.

**4** Throw this switch

**5** to raise this platform.

**6** Take the elevator up, cross the raised platform

**7** and go through the door.

**8** Work your way through the corridor and drop to the level below.

**9** Kill the prototype Dark Trooper

**10** to open this door.

**11** Go through the door and corridors to this switch.

**12** Throw the switch to open this door.

**13** Jump across, go through the door on the other side and kill the Dark Trooper to open the next door.

**14** Go through the door, down the corridor and take the elevator up.

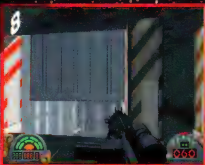
**15** Go through the corridor to these stairs.

**16** Trip hand code switch and proceed up new stairs, through the corridors and jump on to this platform.

**17** Run across the dark corridor and jump to the ledge on the other side.

**18** Run across to this small ledge.

**19** Then, run to the corridor on the other side.



LUCASARTS'

# DARK FORCES

# STRATEGY

SESSION 2  
Part 2





**20** Go through this tunnel,

**26** back to the tunnel.

**21** through the corridors,  
to this tunnel.

**27** Work your way back through  
the tunnel. By setting the  
sequencer, you have opened  
the red door to the elevator.

**22** Go through the tunnel to this  
open mechanical area.

**28** Hit the hand code switch and  
ride the elevator down.

**23** Shoot at this switch to  
move wall,

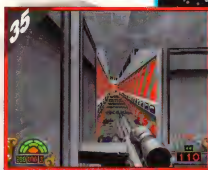
**29** Go through the door and cor-  
ridors to an area with plat-  
forms moving up and down.

**24** allowing access to sequencer  
#1. Set the sequencer.

**30** Work your way across the  
platforms to this corridor.

**25** Take this elevator up,



**LEVEL  
14****THE DARK  
AWAKENING**

**31** Fall to the level below,

**32** and take the elevator up.

**33** Work your way across the corridor

**34** to set sequencer #2.

**35** Continue across the corridor to the moving walkway.

**36** Jump to the other side of the area that you dropped to in shot 30.

**37** The red door will now be open.

**38** Take the hand code elevator down and go through the corridors to this moving walkway.

**39** Jump on the walkway, duck at this point and ride until walk ends.

**40** Ride the next moving walkway

**41** and shoot the switch as you go by.

**42** Work your way through the corridors to this moving walkway.

**43** Ride the moving walkway and take it to the right.

**44** Jump over this ledge. Stay to the left on this moving walkway, continue jumping over 2 more ledges

**45** and duck at this point.

**46** Stay to the left and duck again and you will come to rest in a static area.

**47** Get on the next moving walkway. It will become an elevator,

**48** and will end at this switch. Throw the switch. It will turn off the moving walkway.

**LUCASARTS'****DARK FORCES****STRATEGY**  
SESSION  
Part 2





**49** Go back to the first opening you come to and drop to the level below.

**50** Go through the corridors and in to this area.

**51** Throw the 5 switches until the wall looks like this.

**52** Take the elevator up

**53** and proceed through the corridors to the last sequencer area.

**54** Shoot the switch,

**55** and set the third sequencer.

**56** The red door will open to the hand code elevator - take the elevator down.

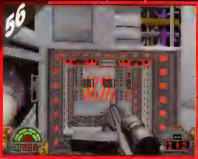
**57** Drop to the level below.

**58** Work your way through these doors,

**59** kill the Dark Troopers.

**60** and return to the shuttle bay.

You've done it! The dark side has been defeated once more and it is time to enjoy the spoils of victory!



# STONEKEEP

PC/CD-ROM • SEPTEMBER • INTERPLAY

Interplay's "Stonekeep" is nearing completion (yes, we can hear you all snickering in the background) and is currently scheduled for a September release. While the game has been in development longer than the Clinton administration has been in power, Interplay promises that it will be well worth the wait. The key to Stonekeep is that the designers have developed an epic adventure that gives the player much more of a "real-time" feel than they've ever before experienced in a role-playing game. Stonekeep allows the player to feel as if they're using their own hands and feet as they battle disembodied foes, rescue their allies from evil, liberate massive dragons from bondage and more. Interplay says that the game has received over 25 staff-years of design time to develop a game that "transcends the traditional limits of computer games". It features full-screen graphics with 3D-rendered dungeons and creatures that help to bring the story to life. The user interface involves only the mouse and cursor keys, allowing the player to make intuitive game decisions without delay, as they span 13 different domains... keep your fingers crossed and we'll keep you posted.



# /// NEXT DIMENSION

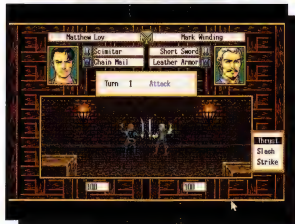


# NEW HORIZONS

PC/CD-ROM • JUNE • KOEI

61 • NEXT DIMENSION • PREVIEWS

Imagine a time when mighty navies controlled the seven seas, ruthless pirates searched for hidden treasures and scholars argued that the Earth was round. Now, picture yourself as a young explorer on a mission that will carry you to the four corners of the globe. Play the son of a Portuguese Duke out to discover the legendary land of Atlantis, a Spanish female navy lieutenant turned pirate, a British privateer commissioned by Henry VIII to destroy the Spanish Armada, an Italian adventurer in debt to his father, or a Turkish orphan starting his own trading business. Your adventure will take you to over 130 exotic destinations, ranging from Mozambique to Macao. Along the way, you will discover exotic monuments, long-sought treasures and valuable merchandise. You can seek out more than 180 treasures, including rare animals and exotic monuments, and organize your fleet with up to 25 different types of historical ships. Combining RPG elements with dedicated strategy gaming, this interactive adventure will be available for PC/CD-ROM near the end of June.



# PREVIEWS

# FLIGHT UNLIMITED

PC/CD-ROM • JUNE • LOOKING GLASS

In their own words, Looking Glass Technologies plans to "do for flight simulators what 'Underworld' did for the dungeon adventure-revolutionize the technology, shake up the genre, and set a new standard in gaming." How will they attempt to do this? With "Flight Unlimited", their new dedicated flight simulator. It uses a new graphics technology called "Imagescoping" to create the aerial scenes. The Looking Glass team started from aerial photographs of landscapes from around the US, then calculated the height of each pixel to create a three-dimensional map of the area. The results, even at this preliminary stage, are breathtaking. Pending the final frame rate and the speed of your machine, the photo-real environment is light years ahead of anything you've experienced before on your PC. The game focuses on the sheer joy of flying; no dog-fighting or military combat, just the pure experience of flight! The design team at Looking Glass has been primarily concerned with concentrating on accurately recreating the physical dynamics and the true feeling of flight. As compared to most flight simulators, the controls are designed to be simple and flexible—they want you flying, not typing. Have they succeeded? Find out next issue...



# IN NEXT DIMENSION



# KINGDOM: THE FAR REACHES

PC/CD-ROM • MAY • INTERPLAY

63 • NEXT DIMENSION • PREVIEWS

Kingdom: The Far Reaches is based on a little seen coin-op titled Thayer's Quest released sometime during the mid 80's laserdisc craze. Billed as much more than a simple arcade or puzzle solving game, Kingdom is designed to be a truly interactive experience. The game is similar in concept to Dragon's Lair and Space Ace, but mixes RPG elements with non-linear gameplay allowing the player to choose his or her own path to glory and adventure. The story places you in the role of an apprentice wizard on a quest to rediscover the five shattered pieces of a magical amulet known as The Hand. The pieces held the Five Kingdoms together in peace and harmony. Once shattered, dark magic spread throughout the land like disease and the evil wizard Torlok began his reign of terror. Now, the fate of the Five Kingdoms rests in your hands, it's up to you, as the last of the Argent Kings, to step up and fulfill your prophecy and restore freedom to a doomed world. Kingdom features more than four hundred megabytes of spectacular animation, rendered in state-of-the-art, full-motion video with over 30 magic spells and items to help players on their quest. Look for Kingdom: The Far Reaches to hit retail shelves this fall with a 3DO version close behind.



# PREVIEWS

# LION KING

PC • TBD • VIRGIN

European PC gamers are currently enjoying the fruits of Disney and Virgin's labor with the announcement that "Aladdin" and "The Lion King" are being released on PC/CD-ROM. The Lion King focuses on the adventures of Simba as a child, and follows the plot of the movie as Simba matures and ultimately becomes the Lion King. This side-scrolling action/adventure includes all of the characters that made the movie popular with people the world over, from King Mufasa and his evil brother, Scar, to Pumba and Timon. Virgin USA currently has no plans to release either title in the U.S. but, with enough write-in support, they are apt to change their minds. Both games absolutely BLOW AWAY the 16-bit versions of the games, and we think they would have a good sized audience in the American market. Write to Virgin or write to us and maybe, just maybe we can help push these games on to retailer shelves. With the PC/CD-ROM entertainment market becoming ever more mass-market consumer based, games like Aladdin and The Lion King could very well mean big business for all involved.



# MINEXT DIMENSION



# ALADDIN

PC • TBD • VIRGIN

Based on the best-selling, award winning Genesis game, "Aladdin" for PC is a tremendous effort, taking the strong play mechanics of the original and adding more color, music and detailed animation. The game roughly follows the plot of the film, with the Genie, Jafar and Iago all playing major roles. The game really should appeal to players of all ages, but we're afraid that, because it is not seen as an "adult" game, it may never see the light of day in the U.S. Currently, Virgin USA has no plans for releasing the title in the American market. We hope they change their minds. Aladdin is a fantastic action/platform contest and there aren't a whole heck of a lot of a/p's to go around for PC/CD-ROM owners. With a number of younger players now entering the PC entertainment market, we believe the market for these types of products will expand dramatically. A great game is a great game...period. We will review Aladdin in our next issue and you can take it from there. If you want the game, we guarantee Virgin will listen.

65 • NEXT DIMENSION • PREVIEWS



# PREVIEWS

# BALDIES

PC/CD-ROM • JUNE • GAMETEK

"Baldies" is back! That's right...after giving you a sneak peak last month of these "hair challenged" human dominoes, Gametek has bestowed upon the editorial staff at D-3 a more complete, "pre-alpha" version of the software, including a darn-fine intro sequence featuring 3D Baldies...cool. In Baldies, it's all out war as you try to give direction to your shiny troops and keep them alive. An interesting side note (to us, anyway) is that one of our senior editors, Eric Winding, has become so infatuated with this game since WCES that he is constantly walking around the office telling us that Baldies is his "sleeper hit" for '95. Maybe, but the rest of us are convinced that the truth of the matter is that Eric, youngest of the Winding boys at age 29, suffers from a prematurely receding hairline and can empathize with the little guys. In any event, look for Baldies to make an appearance in "PC Revolution" next month when we hope to have a reviewable game. If you are a fan of "Lemmings" and the bazillion clones and sequels that it has inspired, you won't want to miss this one when it is released this June.



# NEXT DIMENSION

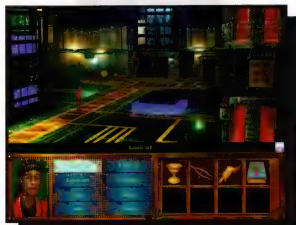


# I HAVE NO MOUTH...

PC/CD-ROM • JULY • CYBERDREAMS

Cyberdreams, makers of the horrific Giger-esque adventure Dark Seed, have teamed up with yet another world-renowned artist, this time award-winning author and essayist Harlan Ellison. Mr. Ellison is well known as one of the world's most celebrated contemporary authors. The result of this collaboration is the conversion of his disturbing short story, "I Have No Mouth and I Must Scream" into a bizarre graphic adventure. This nightmarish game of post-apocalyptic survival allows the player to assume the roles of five different characters to defeat an all-powerful super computer that has destroyed all of humanity. I Have No Mouth combines interactive entertainment and mind-bending adventure with provocative psychological and ethical themes. Through these five characters, each deeply scared by their own private demons, you must make psychological and moral choices that will either allow them to overcome and conquer the computer or drive them deeper into emotional instability. I Have No Mouth features digitized speech with over 40 characters, state-of-the-art 3D animation, and deals with profound, controversial and ethical dilemmas. I Have No Mouth is not recommended for the squeamish or the faint of heart.

67 • NEXT DIMENSION • PREVIEWS



# PREVIEWS

# TFX-2

PC/CD-ROM • 3rd QTR • OCEAN

Ocean is hard at work on the sequel to "TFX", the dedicated flight and combat simulation from England's Digital Image Design, Ltd. Incredibly, the new game goes by the title of "TFX2". The sequel is based on RAF aircraft technology that is not going to be made available until the turn of the century. The game takes the 3D engine created for the original title and expands upon it, bringing with it better polygon manipulation and a more realistic sense of flight, with the goal being to create the most graphically exciting and realistically detailed simulation yet to make it to market. A quick glance at the screen shots that have been made available to the staff at Dimension-3 gives us a clue as to what Ocean and Digital Image Design have in store for the player. TFX2 is slated for release near the end of the 3rd quarter. The game will be prominently featured at the upcoming E-3 show in May. We will have more information as it becomes available...look to future issues of D-3 for the straight scoop.



# IN NEXT DIMENSION

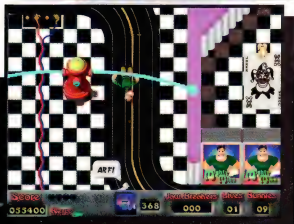


# POWER PETE

MAC/CD-ROM • JUNE • MACPLAY

Last month, we gave you a sneak peek at the first level of MacPlay and Pangea's new overhead action/shooter, Power Pete. The game still is not far enough along to give you a full blown review, so this month we'll show you some of the later levels. As you can see from these huge shots, Power Pete is turning out quite beautifully. The graphics in the new levels are uncommonly detailed and, from the still-alpha version I've played, the gameplay and frame rate are top notch. Power Pete is being written in both 680X0 and Power Mac native code. Power Mac users with at least seven megs of free RAM are the only ones who will get full screen video, 680X0 owners will only have the option of having their video in a quarter size window. The object is to rescue all the poor, lost bunnies (usually six or seven per level), while fighting off bands of roving toy thugs. Dispatching said thugs invariably results in the acquisition of new and more powerful plastic kill-toys, with which you may dispense hostile aggressors at an even more frenzied rate. Snide yet witty remarks will surely issue forth. Rest assured, we'll deliver the whole enchilada the instant MacPlay bestows a finished version upon us.

69 • NEXT DIMENSION • PREVIEWS



# PREVIEWS

# FRANKENSTEIN

MAC/CD-ROM • MAY • MACPLAY

"Frankenstein: Through the Eyes of the Monster" stars you in the lead role as the mad Dr. Frankenstein's (a.k.a. Tim Curry) hideous creation. You awake on an operating table with the memory of dangling from a noose fresh in your mind. The good doctor makes no bones about how you got there, you are his ultimate creation; a man. Knowing you were framed for a murder you didn't commit and feeling slightly dejected because of it, you decide to find the true killer and clear your name. Aren't you the lucky one, being raised from the dead to be able to clear your name, when most stiffs just rot in their graves and hope someone does it for them. As the game nears completion, we will keep you up to date with the latest news and screen shots. The game is coming along nicely. If you've gotten one of the free demo versions that have been coming bundled with MacPlay games, some of the improvements over that version include: more voice (including your own), more detailed scenes, and smoother animation. We'll have the poop on this hot new interactive-finger game for you just as soon as can be. Until then you'll just have to use your own finger and point at these big shots.



# MACPLAY NEXT DIMENSION

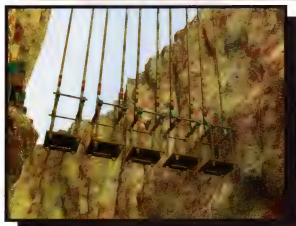
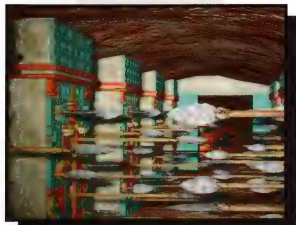


# JOURNEYMAN PROJECT 2

MAC/CD-ROM • JUNE • SANCTUARY WOODS

71 • NEXT DIMENSION • PREVIEWS

After two years in the making, the much anticipated "Journeyman Project 2: Buried in Time" is nearing completion. This new sequel features smoother, more detailed animation, over 30,000 rendered images and more. The story is set in the year 2319 where you meet your future self who informs you that in the year 2328, you will be falsely accused of altering history. To prove your innocence, you must collect clues by traveling through time to seven different worlds, from medieval England, to Leonardo DaVinci's studio, the Renaissance era to Mayan catacombs. For those who have never seen the original, "The Journeyman Project" first gained popularity on the Macintosh over 3 years ago. It was one of the first of the "first-person" interactive games that have become so popular these days, pre-dating even Myst. The sequel has an interface very similar to its predecessor, with all the subtle improvements needed to make it a well polished product. Buried in Time is "FAT" meaning it was written for both Mac and Power Mac. Power Mac users get smoother animation and can play in 16-bit color (thousands). A PC/CD-ROM version is also planned.



# PREVIEWS

# DOOM II

MAC/CD-ROM • JUNE • GT INTERACTIVE

The long wait is almost over. Doom is finally coming to the Macintosh. Featuring resolution of up to 640 x 400, Doom will be released for the Mac and Power Mac first as shareware, featuring the same levels as the original Doom, then later as a commercial product under the Doom II label. We at D-3 have not yet seen Doom running. These screen shots were obtained from the Internet, and we have no way to verify 100% that these are indeed shots of the Mac version, as the supplier claims. GT Interactive, the company distributing Doom on the Mac, swears that nobody has shots of Mac Doom, but you can easily see that what you're looking at is twice the resolution of the PC version. According to rumor, the Power Mac version is currently running at 15-20 frames per second at 640 x 400, but will be improved before release. Lower resolutions will be supported for those with slower machines. Support for modem and both IPX and Appletalk network play are also said to be in the works. GT Interactive assures us that as soon as a reviewable version is ready, we will have it in our hot little hands to show you, so keep your noses buried in the pages of D-3.



# IN NEXT DIMENSION



# MAD DOG MCCREE

MAC/CD-ROM • APRIL • AMERICAN LASER GAMES

Outlaw Mad Dog McCree and his henchman have taken over a wild west frontier town, locked the sheriff in his own jail and are wreaking havoc in the saloon, bank and stable. The player is addressed as "Stranger" by the characters in the game. After a warm-up session of target shooting, the player sets to cleaning up the town. As townspeople are rescued, they give clues to reveal the whereabouts of Mad Dog's hideout. With sharp shooting, the player can eventually have a final showdown against Mad Dog McCree himself. Bonus rounds are awarded for shooting cow skulls and spittoons that appear intermittently in various scenes. American Laser Games' "Mad Dog McCree" has been available for just about every CD based platform over the past two years, and now it's found its way on to the Mac. True to their heritage, Mad Dog was the first arcade FMV shooter from American Laser and also the first to hit the Mac. The Mac version does not, however, make use of the American Laser GameGun-opting for mouse usage instead. The game should be available by the time you read this.

73 • NEXT DIMENSION • PREVIEWS

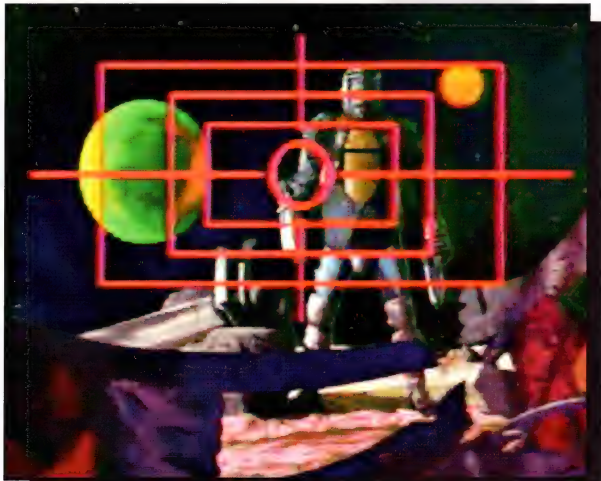
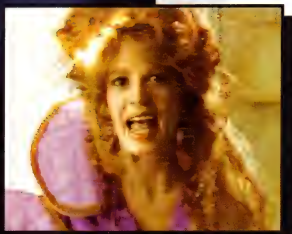


## PREVIEWS

# SPACE PIRATES

3DO • JUNE • AMERICAN LASER GAMES

American Laser Games is about to introduce the 3DO version of its latest arcade game "Space Pirates". This arcade shoot-'em-up takes advantage of the American Laser "GameGun" and is a straight ahead, FMV shooter along the lines of "Mad Dog McCree" and "Crime Patrol" and "Who Shot Johnny Rock?" For those of you new to the world of 3DO, American Laser Games is one of the pioneers in using 3DO technology in arcade games. With the exception of the method of projection, what you see in the arcades is exactly what you get at home. The story in Space Pirates is that planet-hopping pirates, lead by the evil Captain Talon, have taken innocent space colonists hostage. The player is a "Star Ranger" charged with saving the colonists from the pirates and collecting energy crystals from three different worlds. Various characters pop-up throughout the game, some with helpful clues for the player, some with laser guns to kill the player. The game is completed when the cannon is charged, the pirate ship destroyed, and the player has his final confrontation with Captain Talon. Space Pirates is set for release in June.



# IN **NEXT** DIMENSION



# SPACE HULK

3DO • JUNE • ELECTRONIC ARTS

Owners of Panasonic's 3DO system or Creative Lab's 3DO Blaster are in for a real treat with Electronic Art's Space Hulk: Corridors of Blood. For those of you that may recall the lackluster IBM version with its 3/4 isometric perspective and less-than-satisfying gameplay, fear not, only the storyline remains the same. There is a huge and seemingly out of control derelict space ship racing towards the Imperial planet Delvar III. It is your job, as a member of the Blood Angel chapter of Space Marines, to board this huge hulking ship, somehow divert it from its course of evil and save the planet from its certain path of destruction. As a marine, you must battle your way through the wreckage into the depths of the Hulk to find and shut down the engines. Gruesome, blood-thirsty aliens are lurking around every corner literally waiting to make mincemeat out of you and keep you from your ultimate goal. Space Hulk offers fast and smooth first person, Doom-like gameplay. All the enemies are raytraced and seemingly "pixelless". The game is heavy on strategy and you can choose to play either a straight arcade-style shooter or command other Space Marines at the same time. With Doom, Killing-Time, and now Space Hulk, the 3DO is shaping up to be a first-person shooter's dream come true.

75 • NEXT DIMENSION • PREVIEWS



# PREVIEWS

# STRAHL

3DO • MAY • PANASONIC

Panasonic is hard at work reading Media Entertainment's "Strahl" for release on the 3DO. Strahl was originally a Japanese laserdisc coin-op by Data East and is comparable to the likes of "Dragon's Lair" and "Space Ace." For those of you not with familiar with this style of game, think of it as an interactive cartoon where you are in limited control. At certain points in the game, you will have to choose a direction or action which determines your survival. If you make the wrong choice or if your timing is off, it's sure-fire death, as well as back to the beginning of that level or scene. The difference between Strahl and the aforementioned titles above is the inclusion of an on-screen indicator. For the easily frustrated, Strahl includes help via icons that guide you on what to do. The animation is slick and very Japanese with all sorts of evil demons and monsters ready to swallow you whole if given the chance. It's not the kind of game that is going to appeal to everyone, but it will find a following. Expect to see Strahl at retail about the time you are



# MNEXT DIMENSION

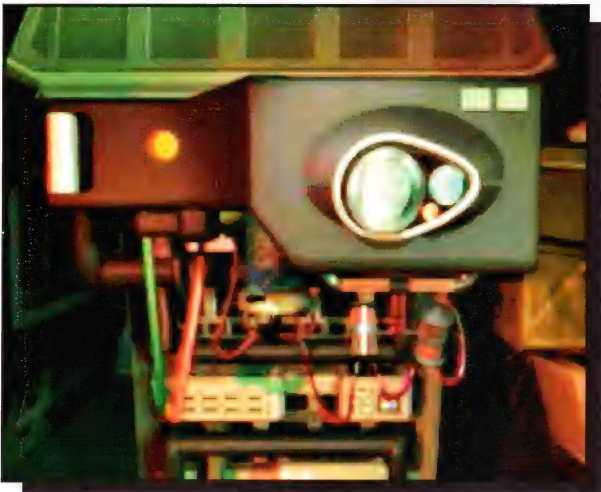
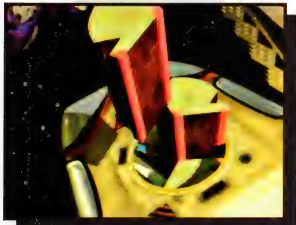


# DAEDALUS

3DO • MAY • PANASONIC

77 • NEXT DIMENSION • PREVIEWS

The Daedalus Encounter is a science-fiction, action adventure game that mixes a unique blend of puzzle-solving, arcade style shooting, and over two hours of interactive, full motion video spanning three CD's. You are Gunner First Class Casey O'Bannon, serving a tour of duty along with your two long-time friends and shipmates - pilot Lt. Ariel Matheson (Tia Carrere) and engineer/copilot Zach Smith (Christian Bocher). During a routine patrol, your ship is barraged by a fleet of enemy Vakkar fighters. A battle ensues and the result is the destruction of your ship and almost your life. Your final memory of the whole event is seeing a huge chunk of the enemy's fuselage bearing down on your ejection pod. You wake two months later to discover that all that's left of you is your brain hooked up to some kind of machine/life-support system aboard Ari and Zach's surplus transport ship, the Artemis. During your first mission, the Artemis becomes entangled with a huge alien spacecraft on a collision course with a fiery star. If you've read our premiere issue of Dimension-3, you already know that Daedalus for PC received a great review. Expect only better things from the 3DO

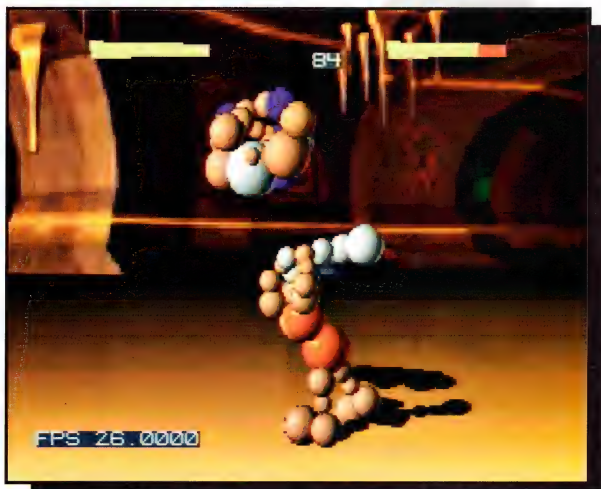


## PREVIEWS

# BALLZ

3DO • JUNE • PANASONIC

You want Ballz? Panasonic's got 'em. Now you can kick 'em, punch 'em, throw 'em, perform all sorts of special moves on 'em, and the best thing is, you can't be put in jail for doing so! We're not talking about those Ballz, We're talking about P.F. Magic's "Ballz" for 3DO. Ballz is a unique one-on-one fighter that was originally released on the Super NES and Sega Genesis systems and has been seriously upgraded for the 3DO. What makes this game so unique? Well, the characters are comprised of... you guessed it... Balls! Each character consists of many different spheres that animate independently of one another. There are over 30 hilarious, executable moves, as well as the standard kick and punch. In addition, each character has his own special "signature" finishing move that, when executed, can do some serious damage. Like most fighting games, all the moves in Ballz are pulled off by doing some tricky button and pad maneuvers. Ballz incorporates a multi-parallax, three-dimensional playfield that adds to the hilarious gameplay, by providing a sense of depth. Unlike most fighters, you are not restricted to one plane of dimension; your character can actually walk into and out of the screen and around your opponent. Ballz will be shipping this June.



# MNEX<sup>T</sup> DIMENSION

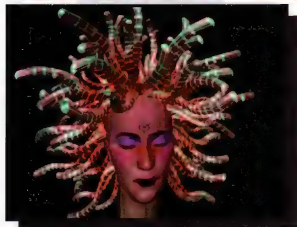


# THE GAMES OF STUDIO 3DO

3DO • SUMMER • STUDIO 3DO

Studio 3DO has three gems being polished for release this summer: The first, "Killing Time", is a first-person, Doom-style shooter with some puzzle-solving elements. This is the first game of its type to incorporate live, full-motion video actors in the game playing environment. Unlike Doom, Killing Time incorporates more depth by allowing the player to look up and down, as well as left and right. This project is being developed by the same talented programmers who made "Monster Manor". The second title, "BladeForce", is a fast-paced three dimensional shooter. In this game everything scales, rotates, and renders on the fly in real time. You must fly around in a 3D environment, with a HeliPak strapped to your back, taking out the local street gangs and restore peace to a terrified city. BladeForce features more than 500,000 polygons of 3D geometry, and more than 1,000 TV screens worth of 3D terrain. This game is sure to be a big hit among 3DO owners. Lastly, from the creators of "Twisted," there's "Zhadnost: The People's Party". Zhadnost is a true "party game" that pits up to four players head-to-head, competing for the chance to fulfill your capitalist fantasies. Expect more challenges, more gameplay, and more politically incorrect humor.

79 • NEXT DIMENSION • PREVIEWS



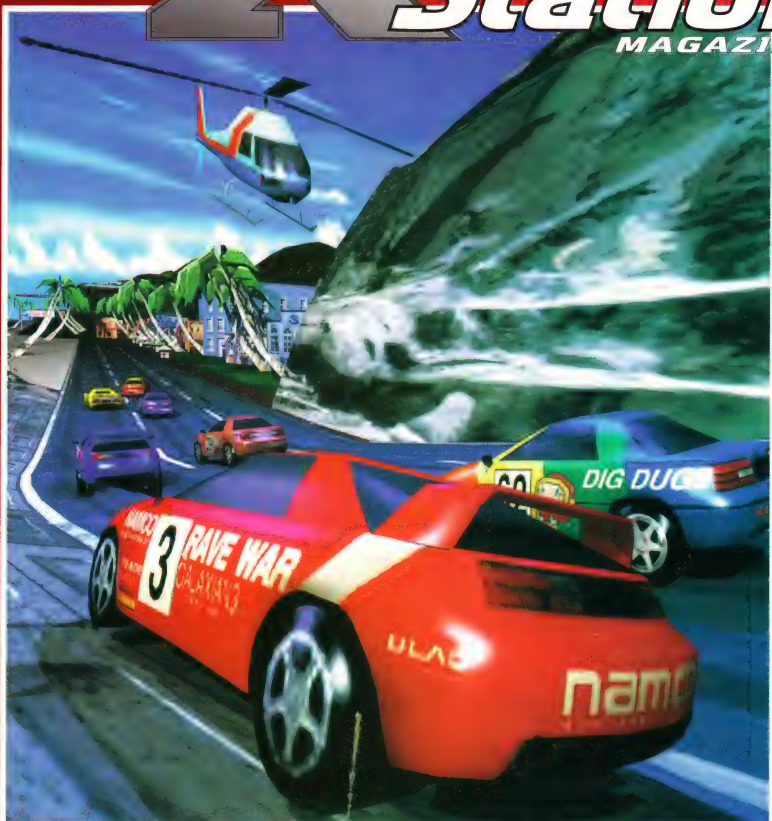
# PREVIEWS

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**Namco's Ridge Racer Has The PlayStation Off And Running**

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**THIS MONTH IN P5-X:**

**News:** Retailers prepare for record holiday sales.

**Reviews:** Ridge Racer, PGA Tour, Road Rash, Toshinden, Mickey Mania.

**Previews:** Madden, Street Fighter Legends, Twisted Metal.

**Strategies:** The player's strategy guide to Namco's Tekken.



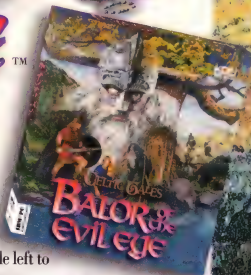
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


When you enter Celtic Tales, you enter the turbulent struggle to save the tribes of Eire from Balor's evil. Tired and broken, your people have little left to give to the struggle. Regarded as an intruder, your task is to rebuild the land, strengthen the tribes and become High Ruler of Eire. Then with your trusting champions, you must seek out the magical Runes, some of which are locked in Balor's grasp. Once in your possession, the Runes will empower your Bards and Druids with the magic needed to force the Fomor's back to the Other World!



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# ***DIMENSION***

THE NEXT DIMENSION IN ELECTRONIC GAMING

## ***PC Revolution:***

Aladdin, Flight Unlimited, I Have no  
Mouth, Kingdom: Far Reaches, Baldies,  
and more.

## ***Virtual Mac:***

The Journeyman Project 2: Buried in  
Time, Frankenstein: Through the Eyes of  
the Monster, Power Pete, and Doom (hope-  
fully).

## ***The 3D Zone:***

Space Hulk, Daedalus, Brain Dead 13,  
Doom (hopefully), and more.

## ***Dimension Sports:***

Virtual Pool, Blood Bowl, and more.

## ***of Dungeons and Damsels:***

Celtic Tales, Dungeon Master II, New  
Horizons and Ishar 3.

## ***Call to Battle:***

Apache, TFX-2, The Civil War, and  
Command & Conquer.

## ***Cool School:***

Mario's Game Gallery, Winnie the Pooh  
Interactive Storybook.

## ***Strategy Session:***

Origin's BioForge goes under the knife.

***All this plus The Wire, Next Dimension,  
The Import Report, Special E<sup>3</sup> Show cov-  
erage and other forms of coolness.***

**VOLUME 1 • ISSUE 3 • JULY 1995  
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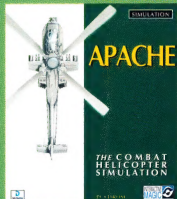
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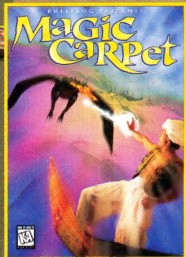
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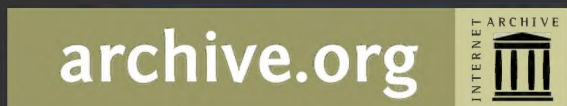


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